

Date 05/14/12

Board Team Final

Network Approval Board

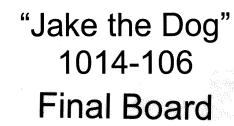
X Record Board

Animatic Scan Board

Conformed Board 05/14/12

Nesign Board

Final Board





Adventure Time Created by Pendleton Ward

Creative Director Adam Muto

Storyboard by Rebecca Sugar & Cole Sanchez

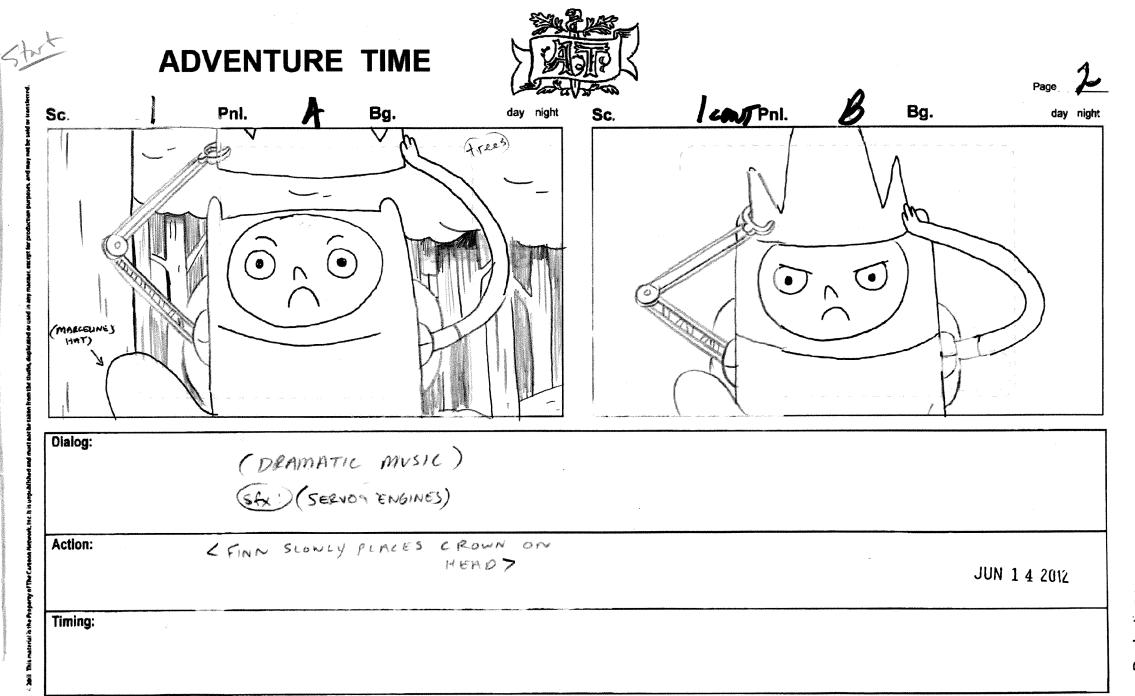
JUN 1 4 2016

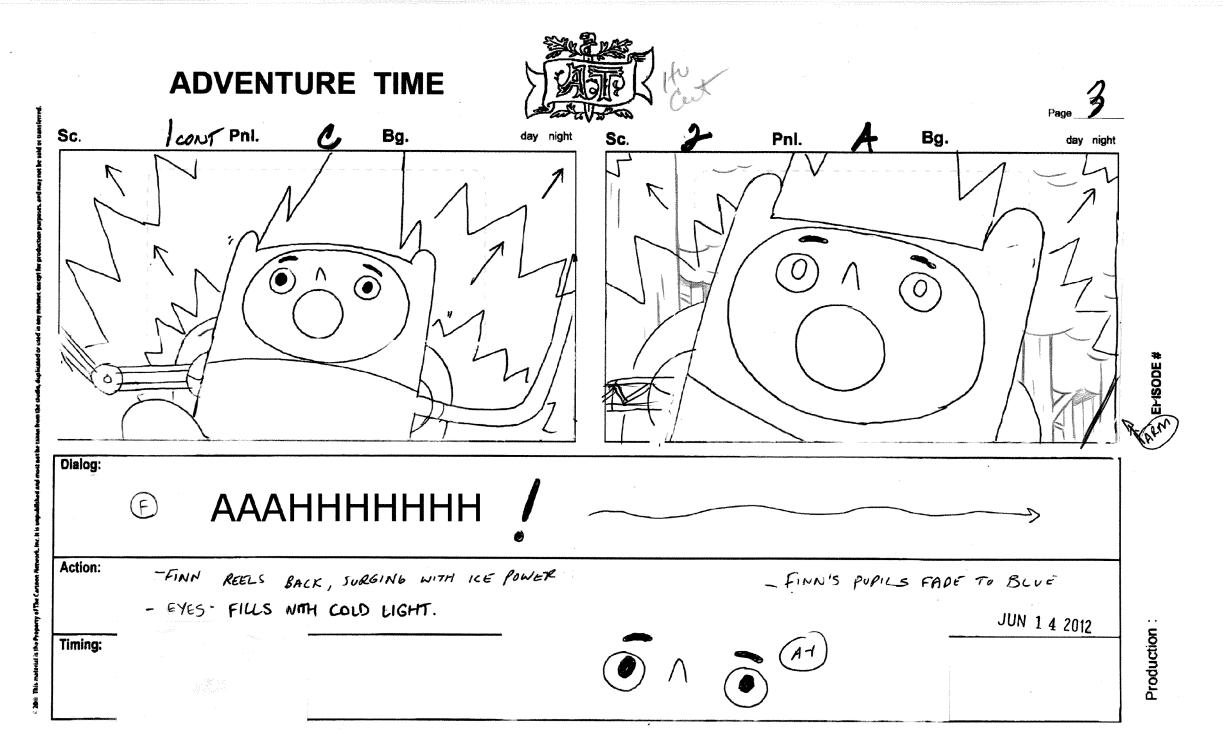
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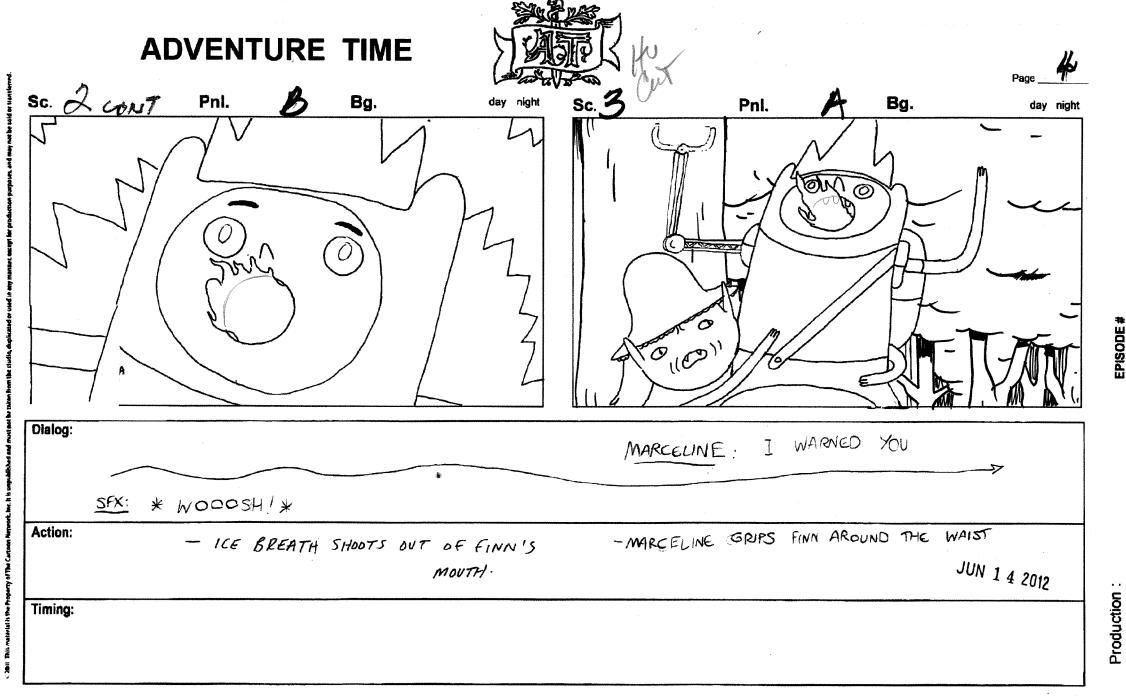


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Sc.	Pnl.	Bg.	day night	Sc.	Pnl.		Bg.	day night
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danis desputation								Mary of
						and the same was the same of t		
Dialog:								
					· · · · · · · · · · · · · · · · · · ·			
Action:								
							JUN	1 4 2012
Timing:								

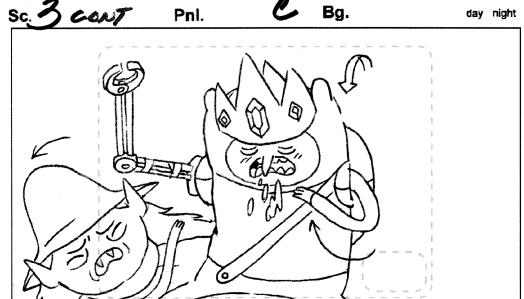






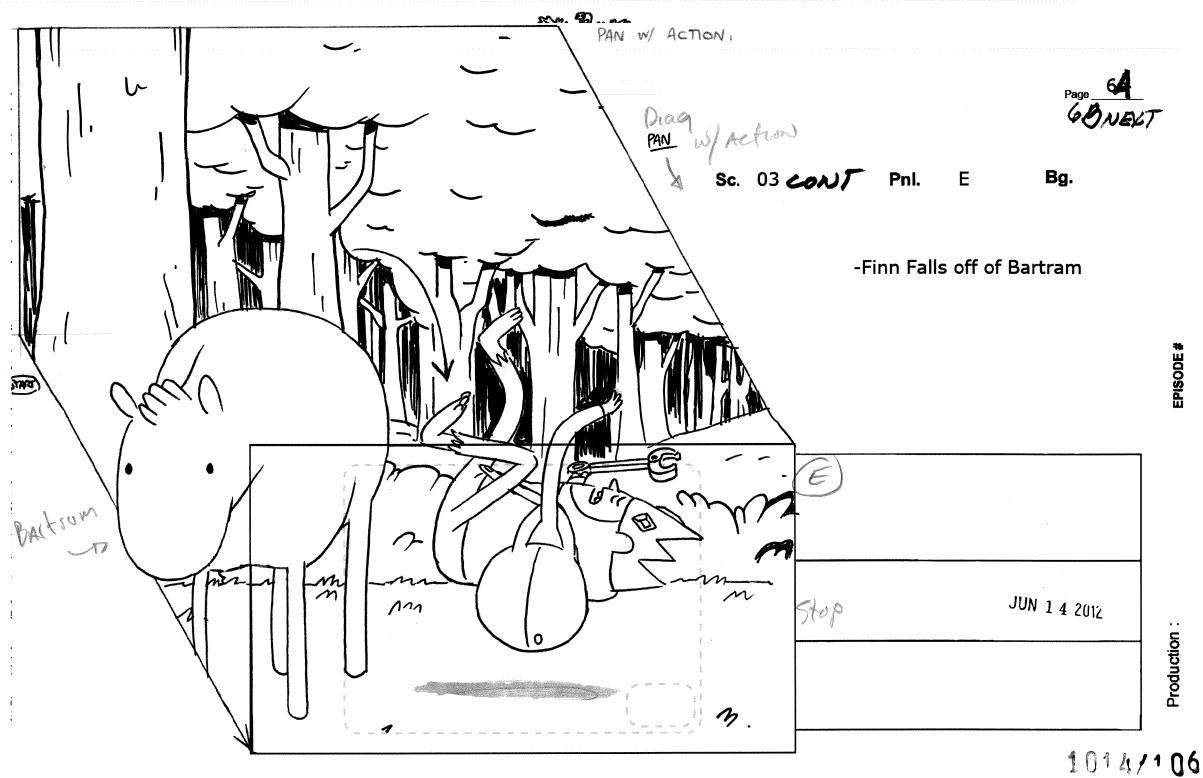


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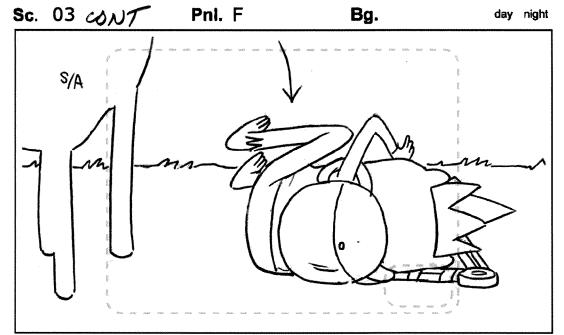


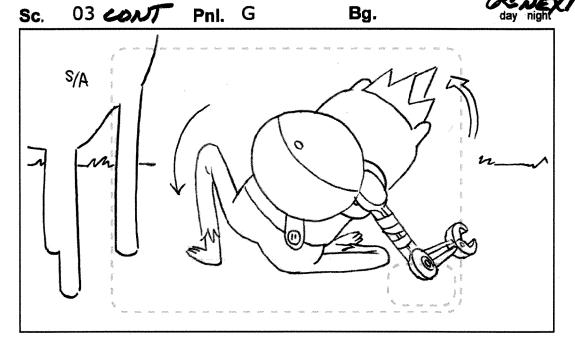
Dialog: (caughing) - FINN TURNS ON TOP OF BARTROM Action: -FINN LEANS OVER AND COUGHS - MARCELINE FALLS OFF/S
JUN 1 4 2012 . COUGHING - MARCELINE COURS HER FALE Timing:

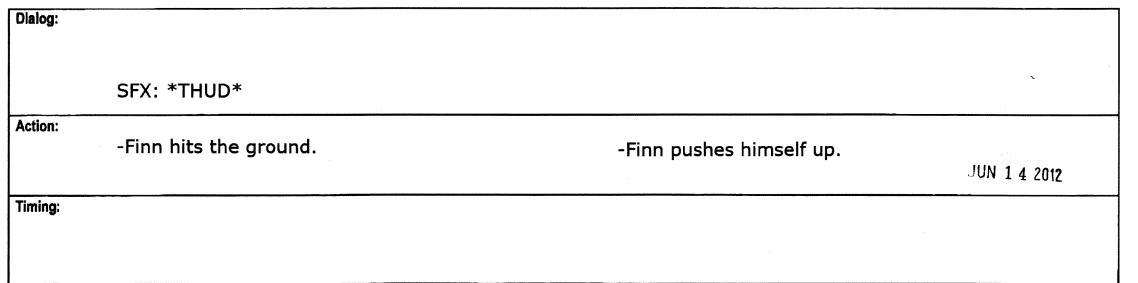
ADVENTURE TIME Pnl. Bg. Bg. Pnl. Dialog: Action: -Finn starts to topple off of Bartram's back JUN 1 4 2012 Timing:







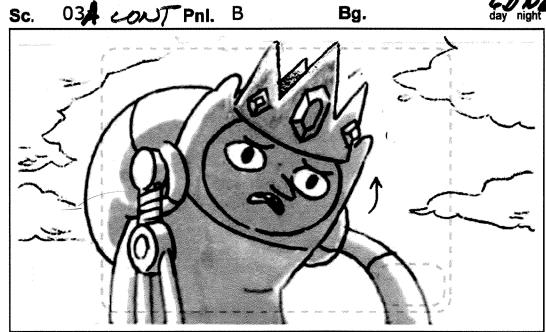


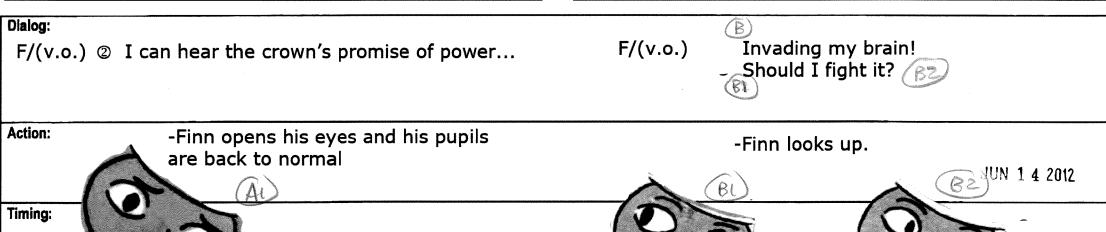




Page 65 day night

Sc. 034 Pnl. A Bg. day night



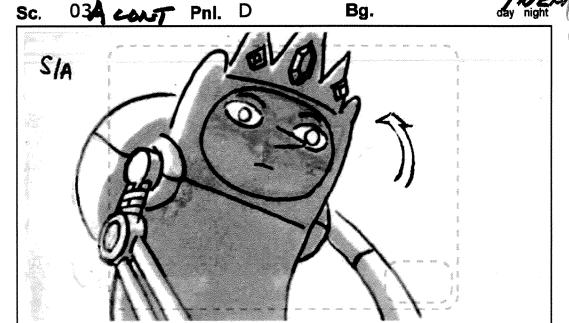


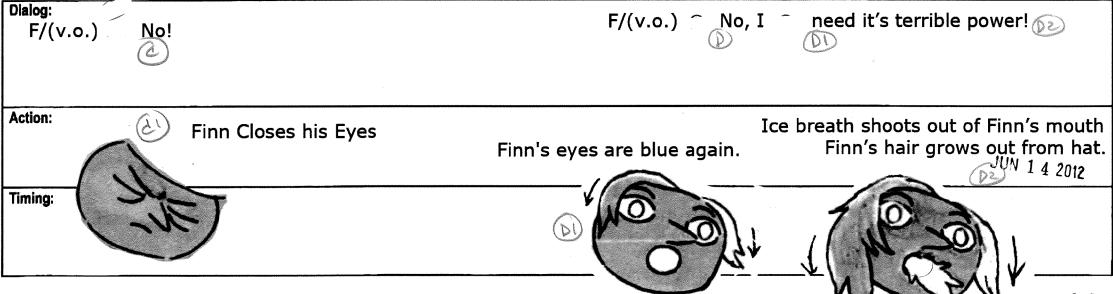
Production:

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Sc. 03 CONT Pnl. C Bg. day night

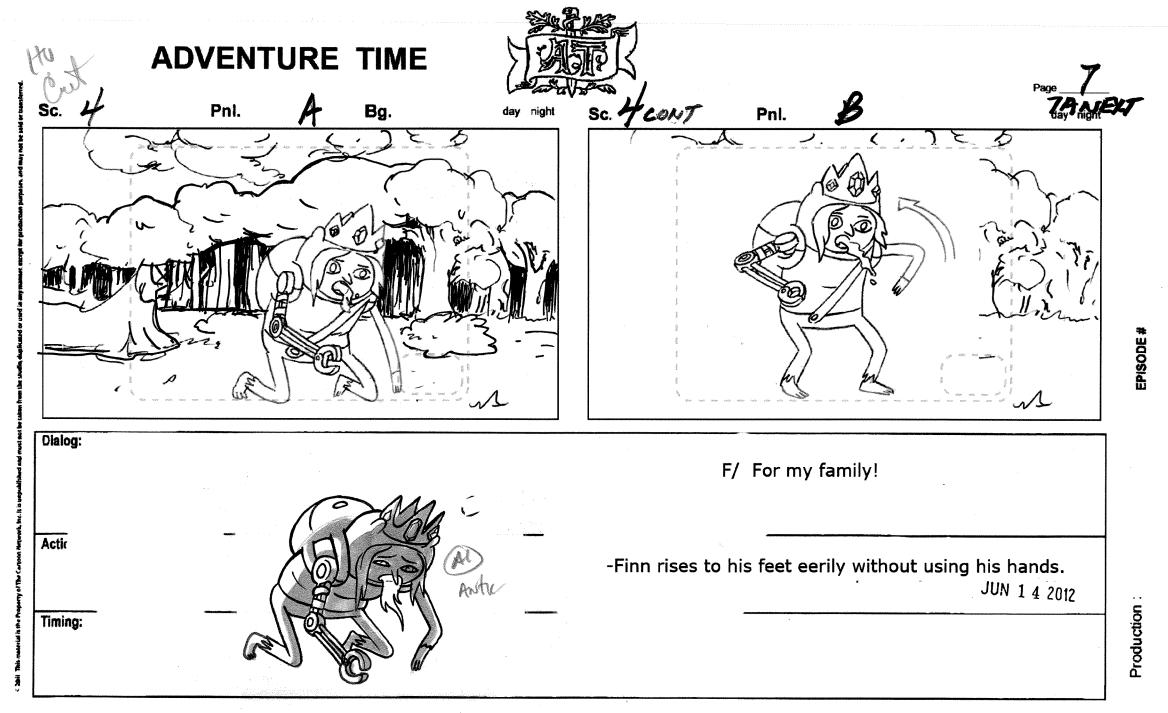


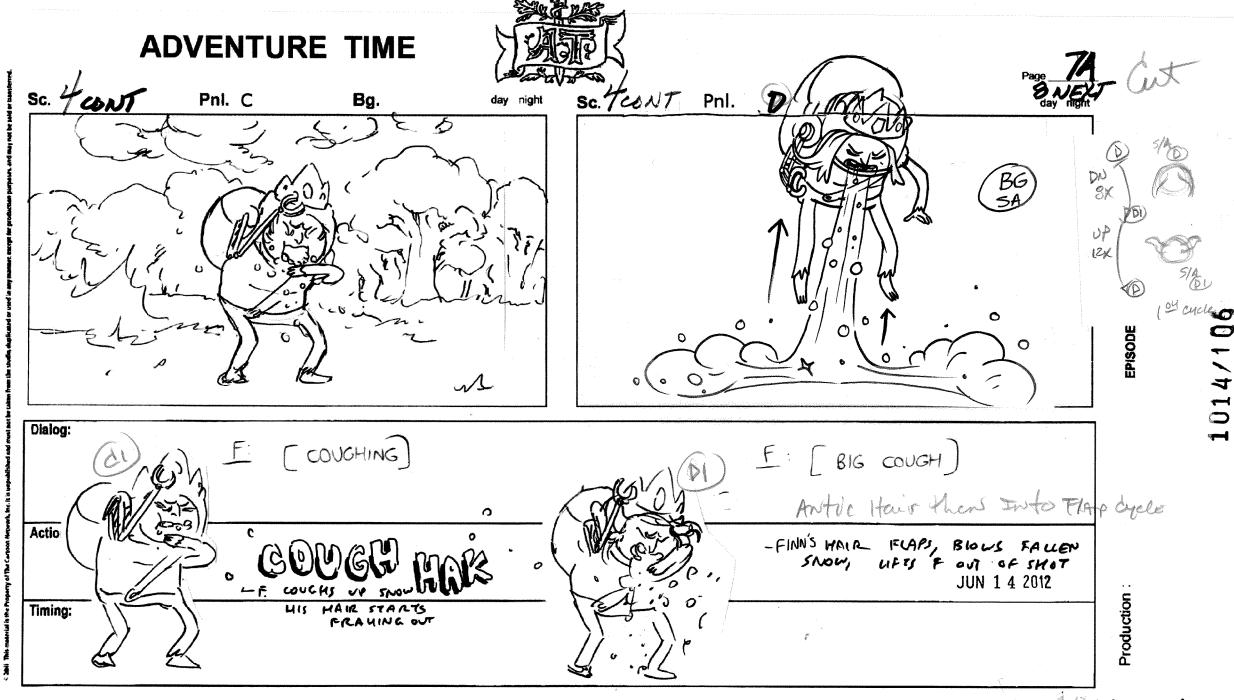


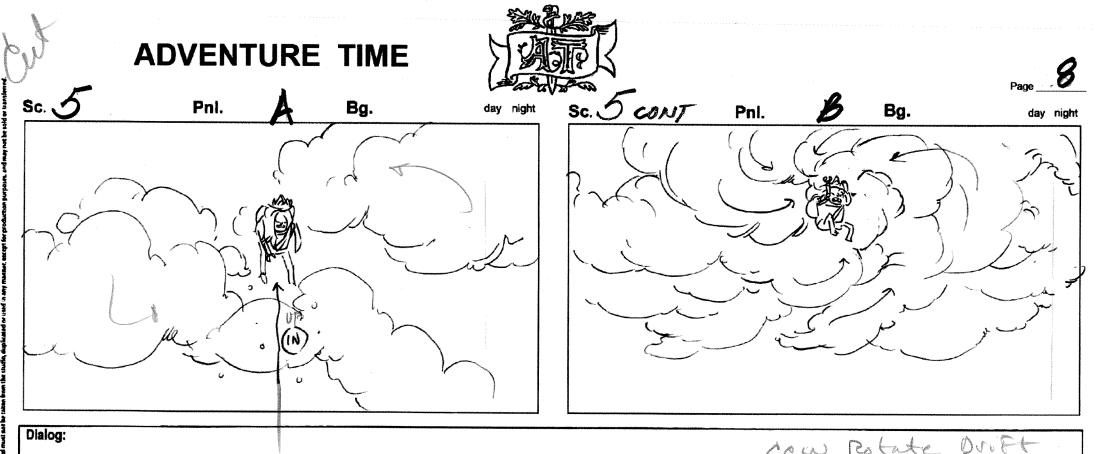
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Production:







Action:

FLOATS UP, HAIR FLAPPING, SHEDDING SHOW

Timing:

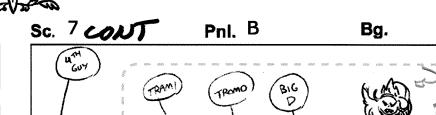
ADVENTURE TIM	E MARK		Page_ //
Sc. GUNT Pnl. & Bg.	day night Sc. G CONT	Pnl. D Bg.	day night
S(A)			
Dialog:	House W/ Dissipate DX	clouds off	
		JUN	V 1 4 2013
Action:	- F PU	SHING (PREVIOUSLY GUSHED S SETTLES) (HAIR KEEP	NOW
Timing:	-		Production :

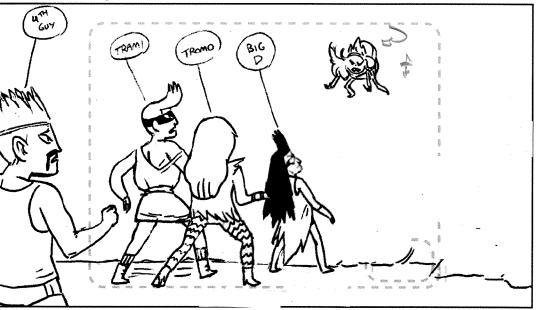
ADVENTURE TIME	TARRE	th.x		Page
Sc. 6 CONT PNI. E Bg.	day night Sc.	Pnl.	Bg.	day Might
Dialog: Stop) F: Destiny Gang!	54054	(STAID)		
Action: F SWINGS HIS BODY TO AND THER DIRECTION, PULLIN CLENCHED FISTS/ARMS ALONG MASSIVELY HI	FACE IC HIS LIVE THEY RE FAVY		J	UN 1 4 2012
Timing:		·		





Sc. 7 Pnl. A Bg.





Dialog: Action:

finn turns to ice blast the gang

JUN 1 4 2012

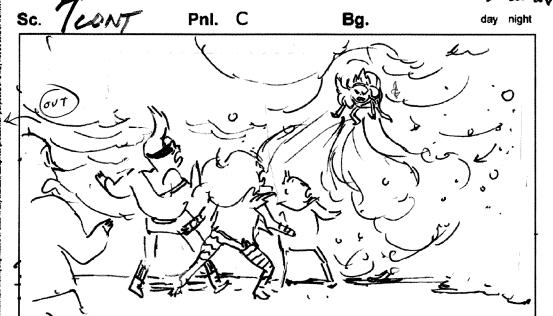
Timing:

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Pnl. D

Bg.

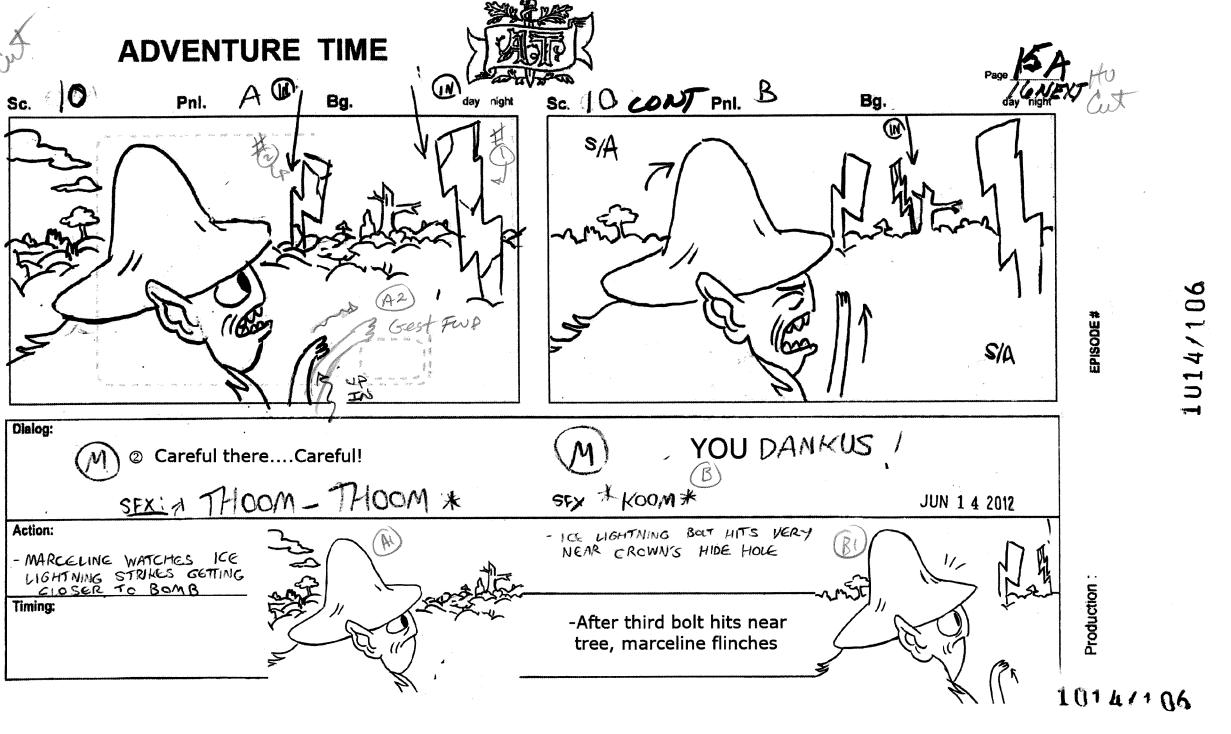
Dialog: SFX: * FW0000! * Action: - D-GANG U COVERED IN ICE, FROZEN AS THEN'RE KNOWED BACKWARDS MATCH-ACTION, F THROWS THE BUST OF ICET SNOW TOWARD THE TOWN-FIRE & THE D-GANG (F'I HAIR LOOPS, FLAPS) JUN 1 4 2012 Timing:

EPISODE#

H		ADVENT	URE	TIME							Page/3
s or transferred	Sc. 8	Pnl.	A	Bg.	day night	$\frac{8}{5c}$	CONT	Pnl.	<u>B</u>	Bg.	day night
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cinc. It is unp										J	IUN 1 4 2012
erty of The Cartoon Network	Action:					(c	FINN PUUS E WIND NO	HIS ARMS LONGER	UP + O GUSHET,	us his fil us reim	A) (N IN HIS FISTE)
aterial is the Free	Timing:										

ADVENTURE TIME	Page 14
Sc. 8 CONT Pnl. C Bg.	day night Sc. 9 Pnl. A Bg. day night
	Many days to the second of the
Dialog: (TOUCH of ICE KING) F NY AAH! SFX: * KRA-KOOM!!*	SFX: * 7HOOOM *
Action: _F SENDS ICE UG4TNING 600	- ICE LIGHTHING HITT DOWN + STICKS IN GROUND JUN 1 4 2012
Timing:	

ΑI	OVENT	TURE	TIME			W				Page	15
Sc. YCONT	Pnl.	B	Bg.	day night	Sc.		Pnl.	demonstrative a ,	Bg.	da	15ANEXT
Entropy (Constitution of the Constitution of t								×			EPISODE#
Dialog: Action:	LEFT S FROZEI	STANDING N LIGHTN	BY WC AS RUN IN	PEUPUE LE 11 TIME	Detail		NC)			JUN 1 4 2012	
Timing:											Production :



Timing:

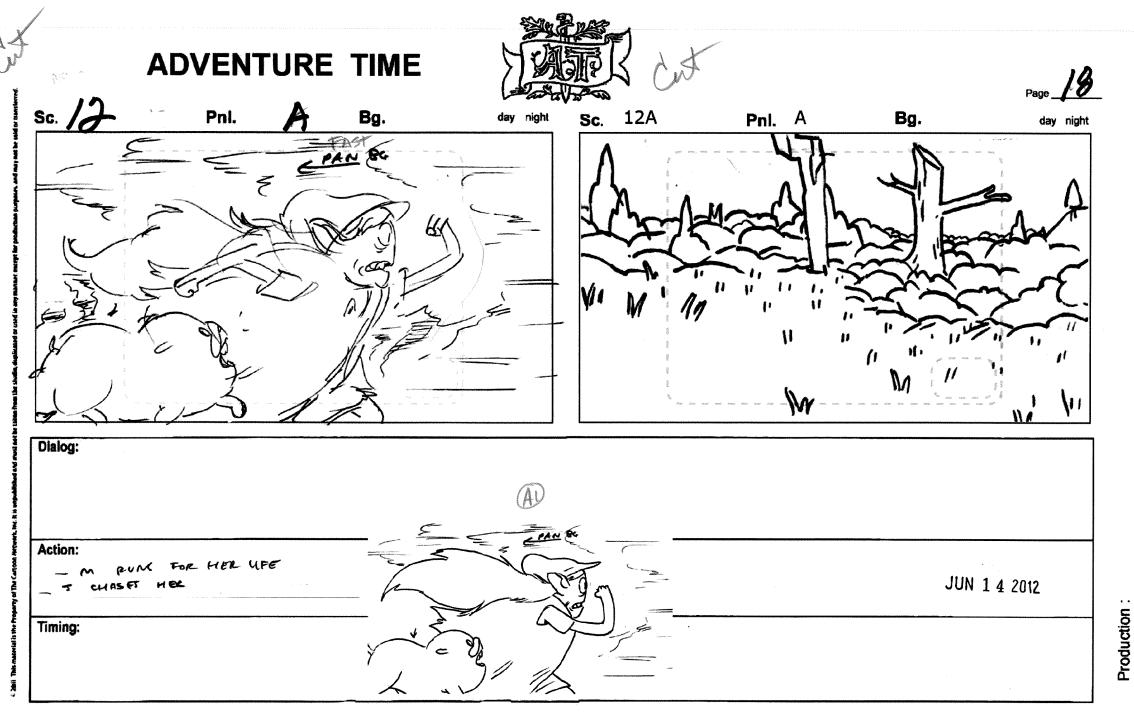
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	ADVENTU	RE TIME		配				Page 16
c. //	Pnl.	A Bg.	day night	Sc. //	CONT Pnl.	B	Bg.	day nigh
				~ G			Wall -	
Dialog:	M). OH, SIMO	N					, J	UN 1 4 2012
action:	- J BARKS UP A	7 FINN			- M TURNS		Th Unok Am	

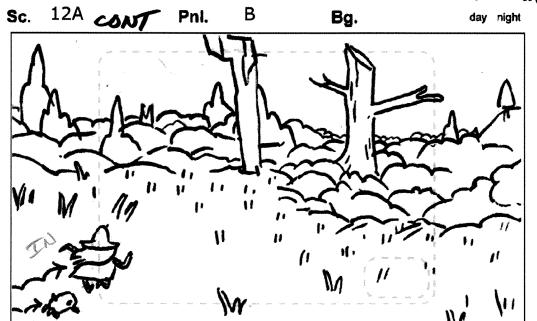
1014/106

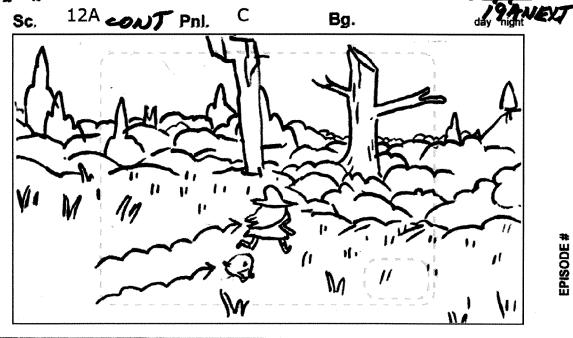
ADVENTURE TIME			17
Sc. CONT Pnl. C Bg.	day night Sc.	11 cont Pal. D	Page
			The Court of the C
Dialog:			JUN 1 4 2012
Action: - JAKE TURNS ALL THE WAY -M runs towards cam and off/		JEX CULUTNINI	CRIT - TAKE RUNSE
Timing:		WHERE MARC	eline was standing

EPISODE#









Dialog:

Action:

-M runs on/s
-J runs on/s

JUN 1 4 2012

Timing:

Sc. 12A ONT Pnl. D Bg.



Sc. 12A CONT Pnl. E Bg.

Dialog:

MATE JUMPS INTO hole

5) DARK. BARK!

Action:

M. DICCAPETAL INTO BUSHES

Timing:

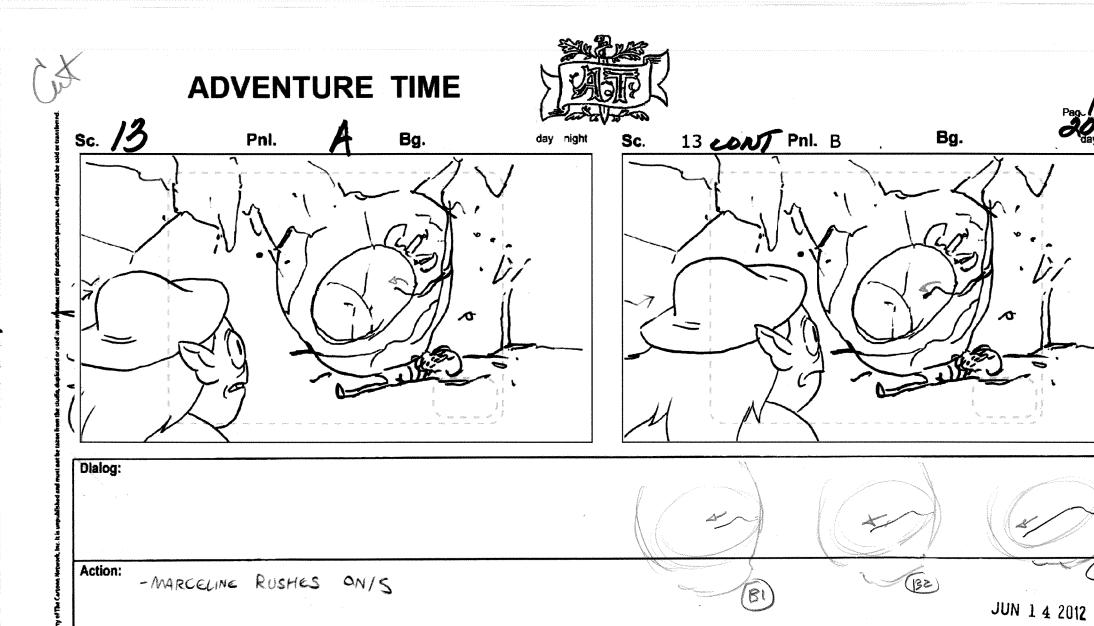
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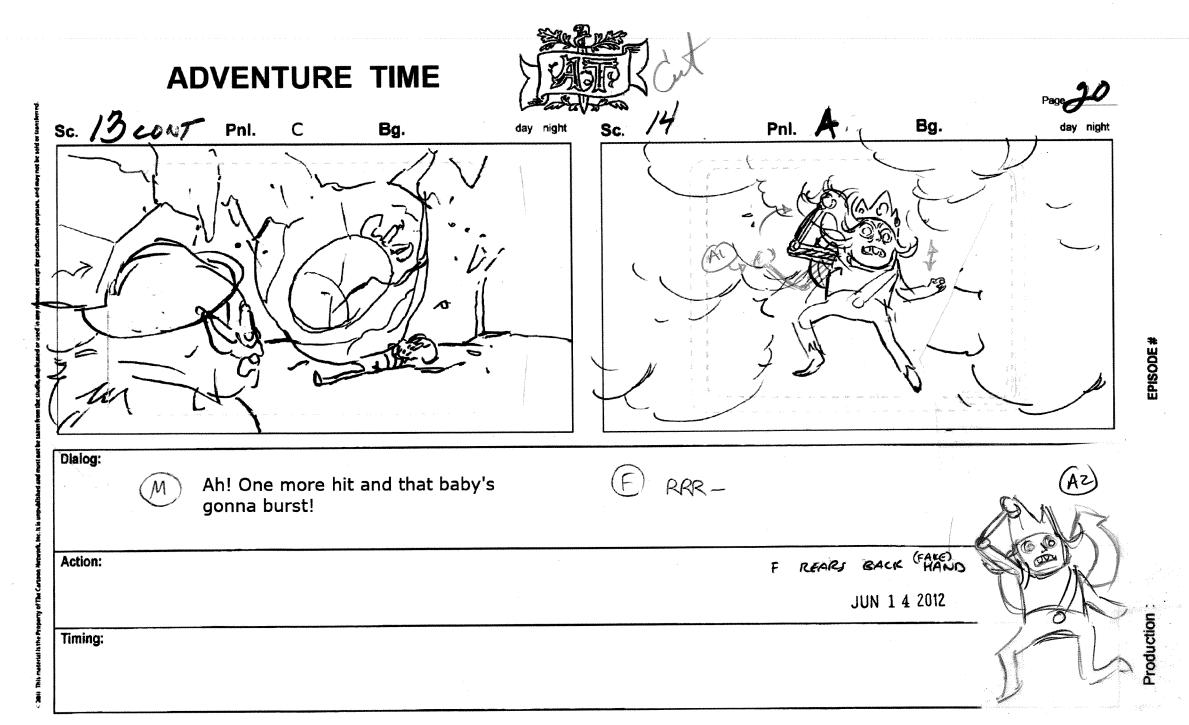
JUN 1 4 2012

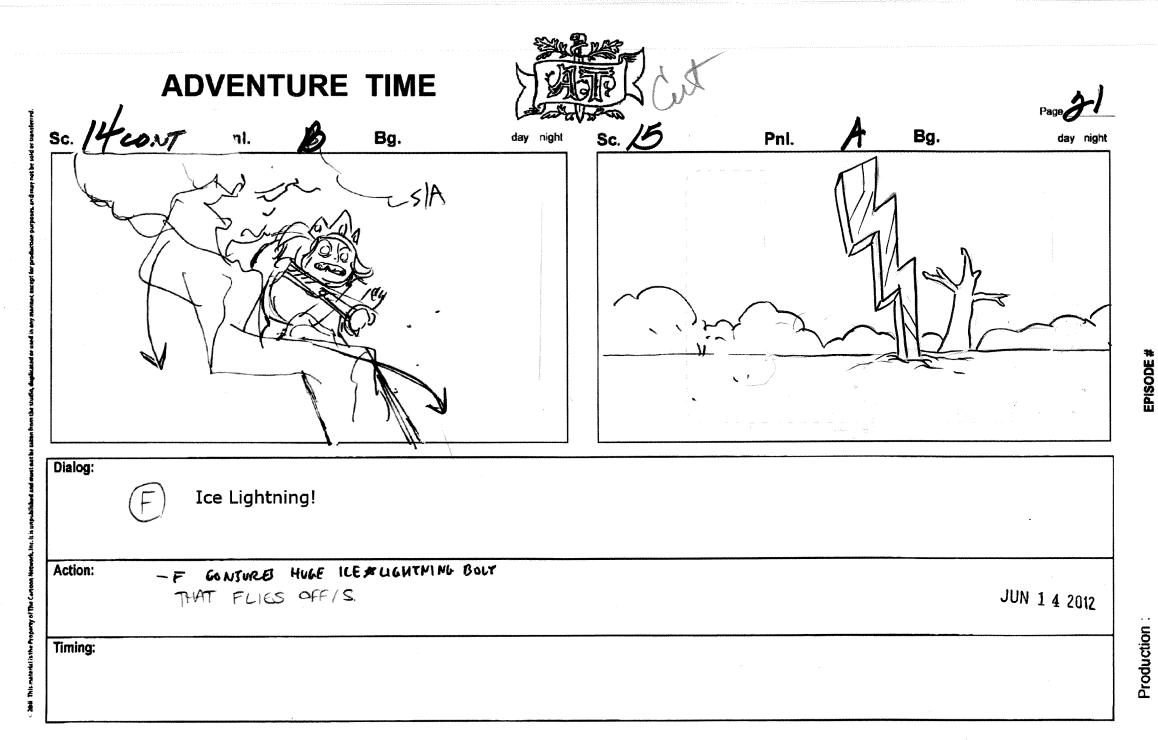
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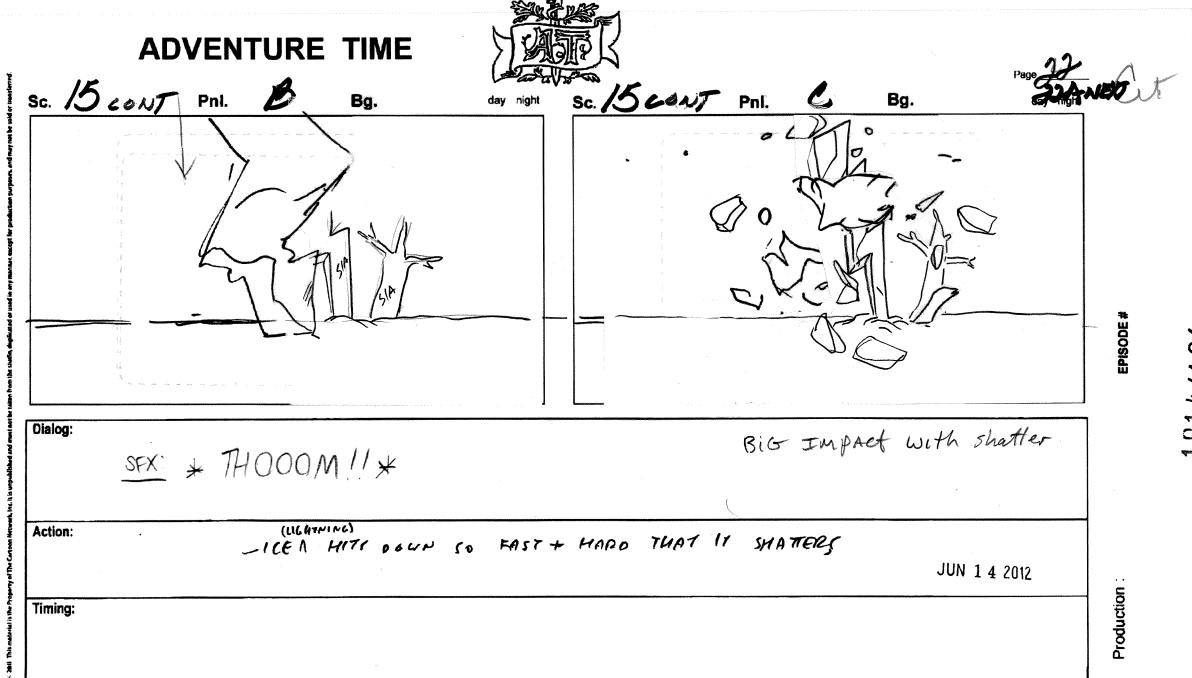
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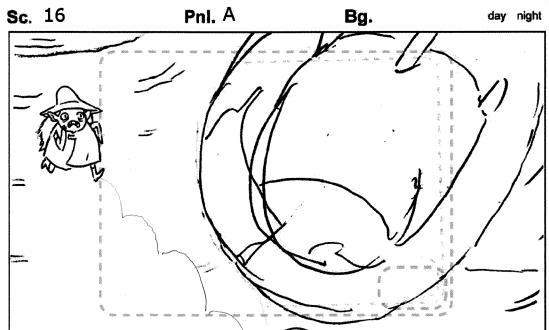


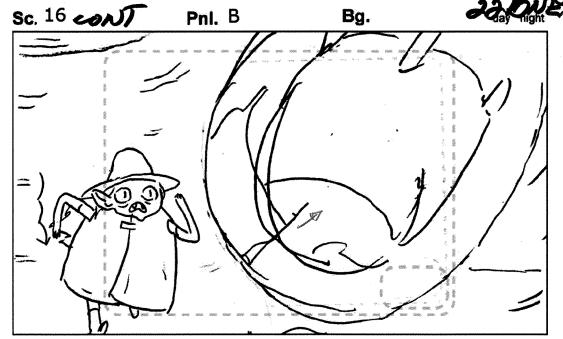
1014-106



ADVENTURE TIME







Dialog:

Crack on ICE Grows

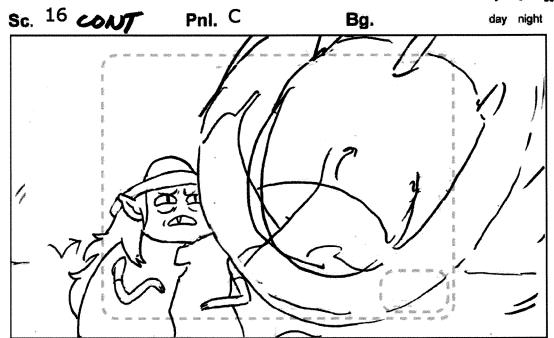
Action:

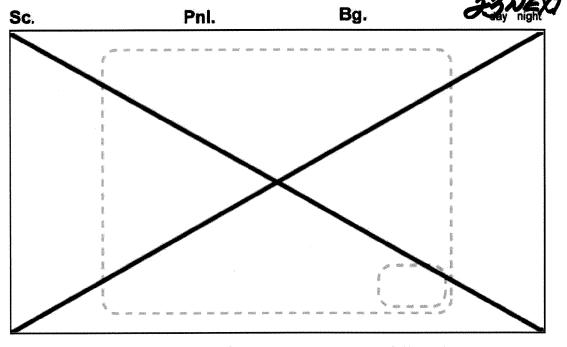
-marceline runs up to bomb

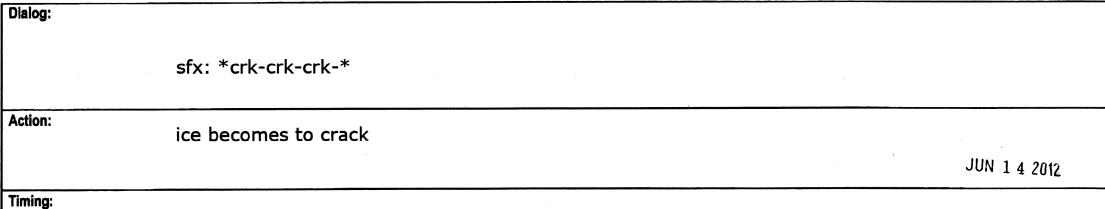
JUN 1 4 2012

Timing:









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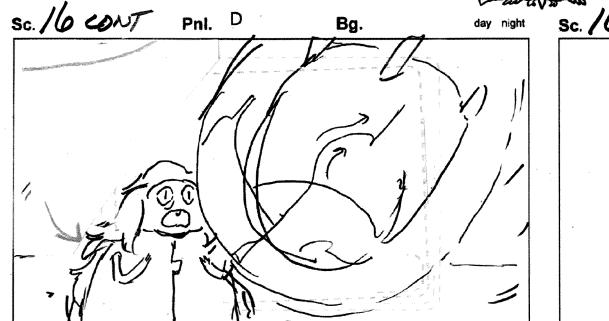
EPISODE#

EPISODE# 1014-106

ADVENTURE TIME







Sc. 16 CONT Pol. E

Dialog: M: (GASP)

SFX: * CRK-CRK-CRK*

AH, DINGO. SEX: * CLICK *

Action:

- MARCELINE RUNS UP TO BOMB

- GROUND SHORES, M STARES @ BOME IN ICE,

CRACK SPREADS FROM BOTTOM UP

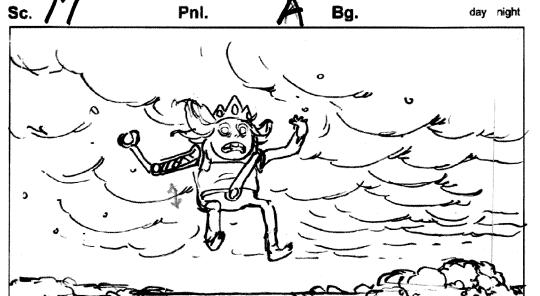
" SPLIT!!! ? JUN 1 4 2012 THE ICE CRACKE THE BOMB IN HALF!

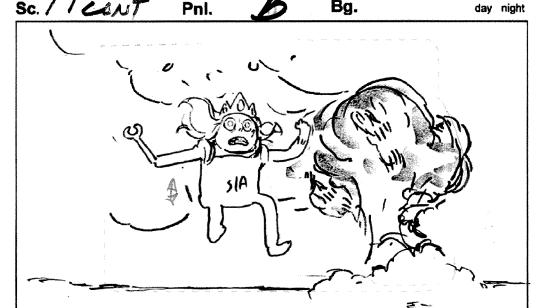
Timing:





Page 24

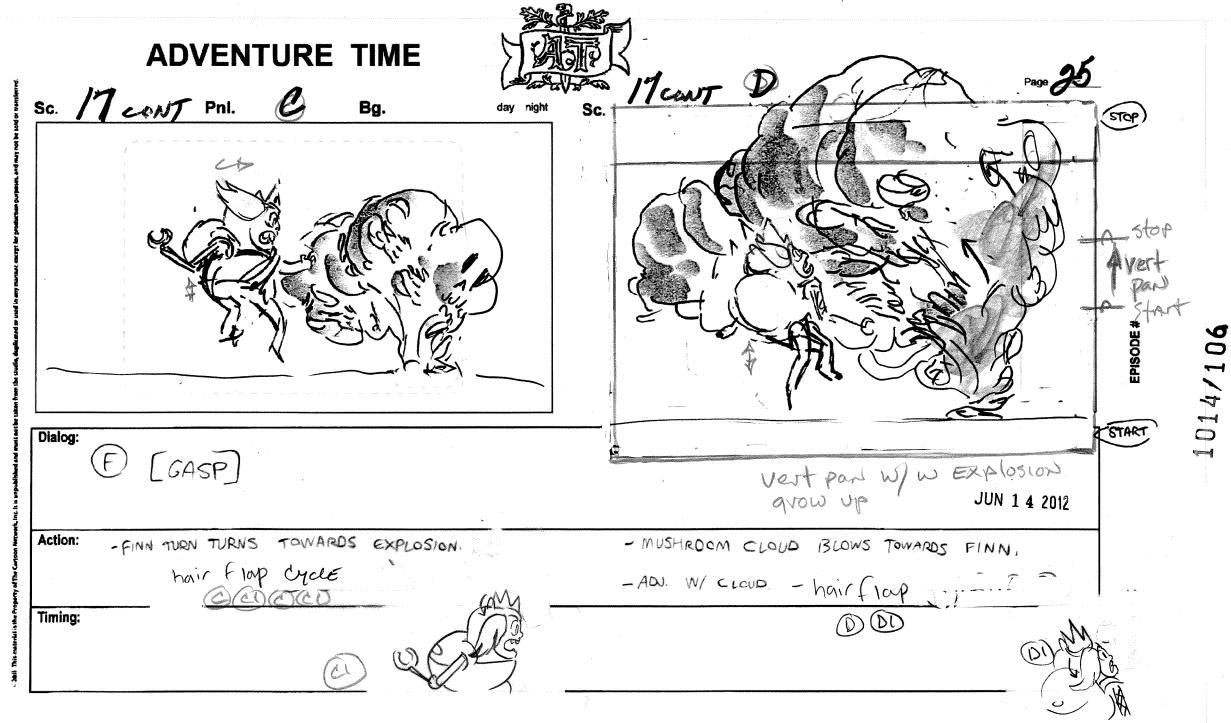


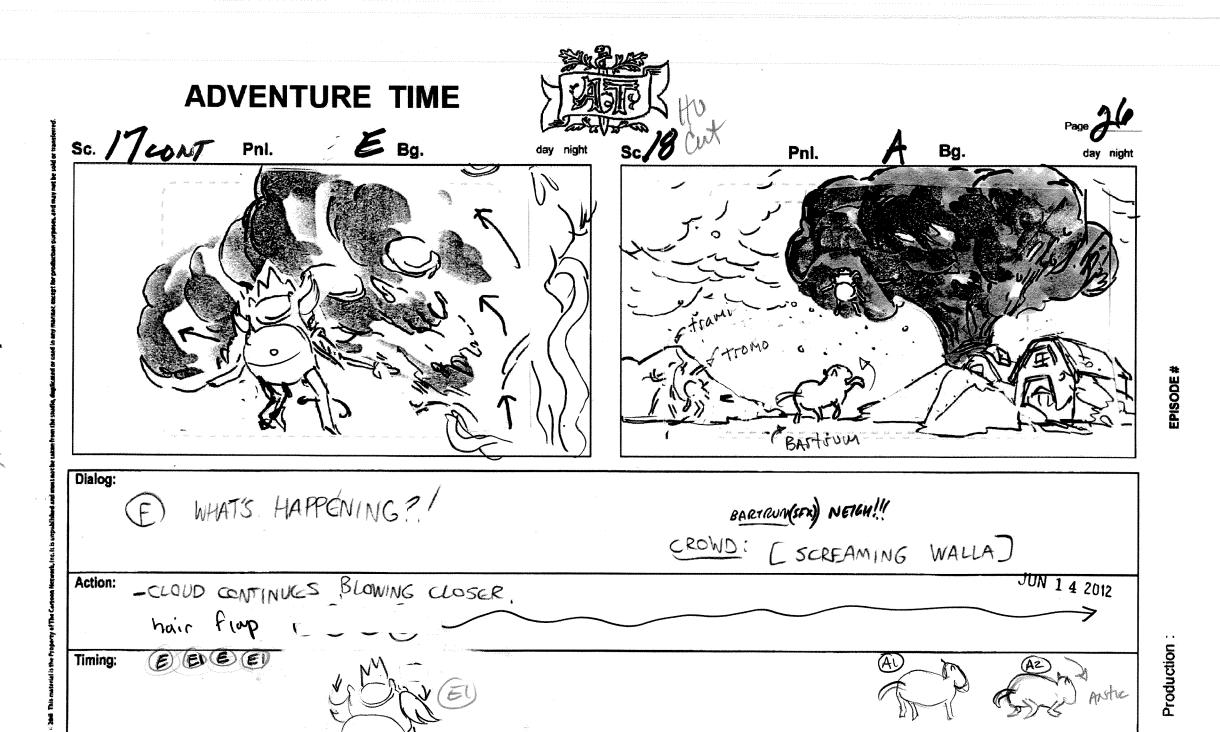




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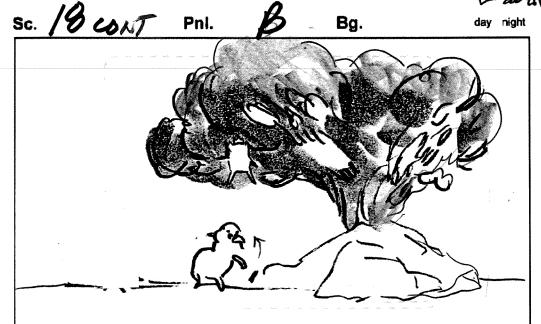
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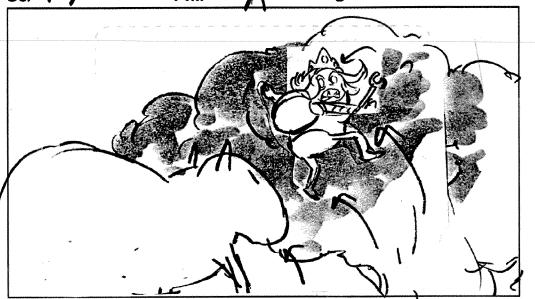






Pnl.





Dialog:

Timing:

CROWD: [SCREAMING CONTINUES]

Action:

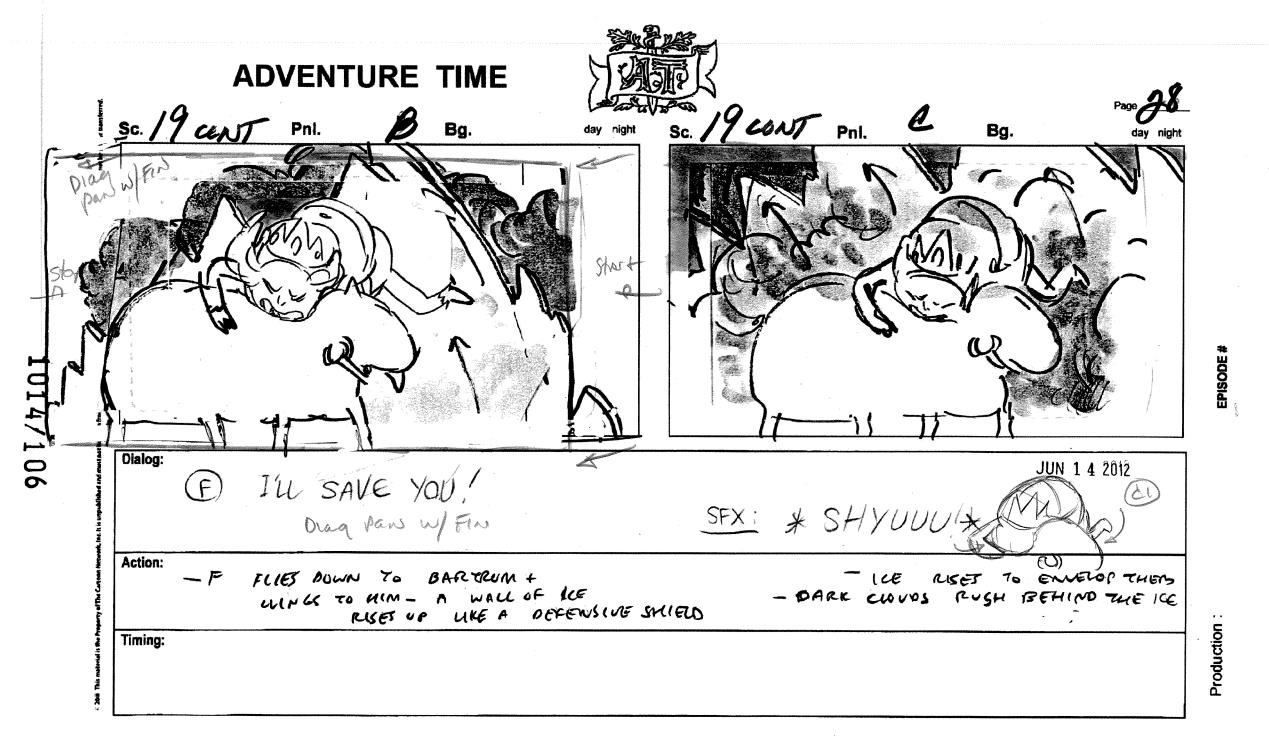
-BARTRAM REARS BACK IN TERROR - CLOUP GROWS LARGER.



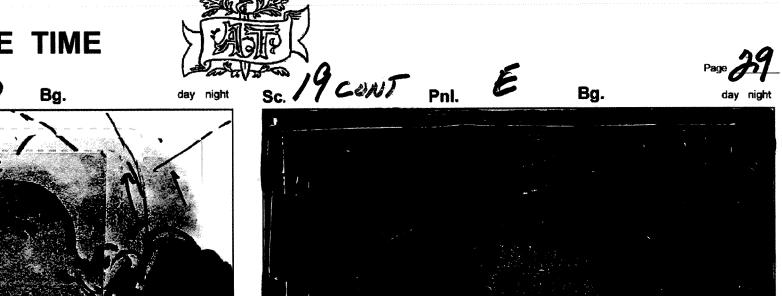
@ BAR BAR /

JUN 1 4 2012

APOUND TO SEE BARTOWM AS CLOVE OF DEATH SURGET CLOSER







Dialog:

Sc. 19 CONT Pol.

SFX: [LOUD ROAR]

Action:

- ILF complETERY COVERS THEM

- DARK CLOVDS RUSH OVER LE, SHADOW OF CLOVOS BLANKET

DARK CLOUDS GET PARKER + FASTER DARK CLOUPS WE.

WATEL EVERYTHING IS BLACK
JUN 1 4 2012

Timing:

Timing:

1014-106

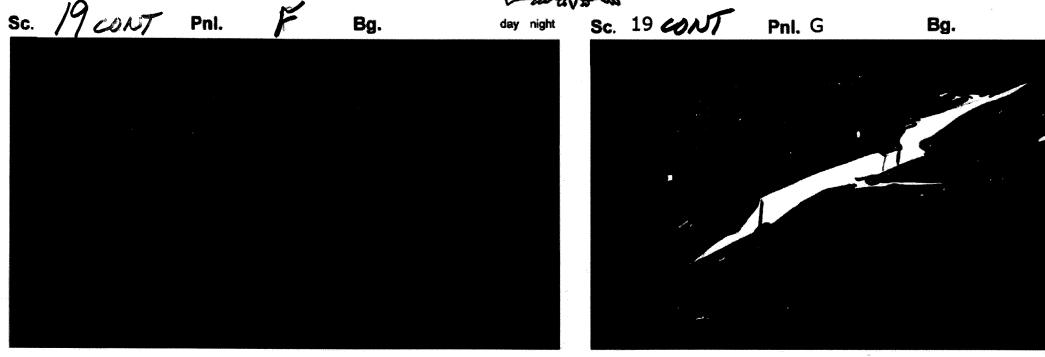
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day night



ADVENTURE TIME

1.		

Dialog:	SFX: *CRKK-KK *
Action:	- CRACK FORMS IN BLACKENED ICE. JUN 1 4 2012

EPISODE# 1014-106

ADVENTURE TIME

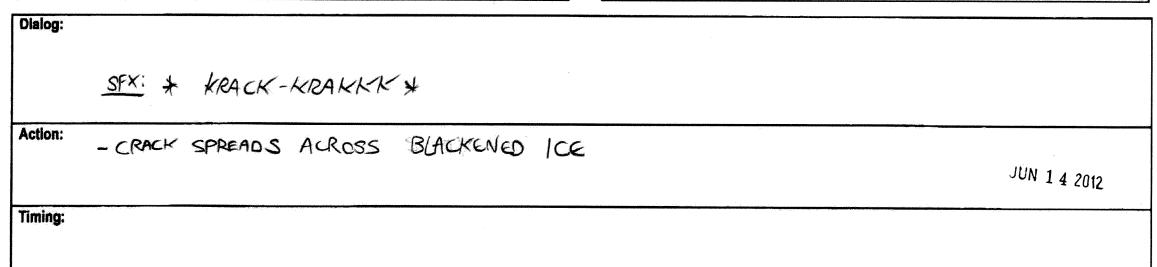




Page 3

Sc. 19 LONT Pnl. H Bg. day night

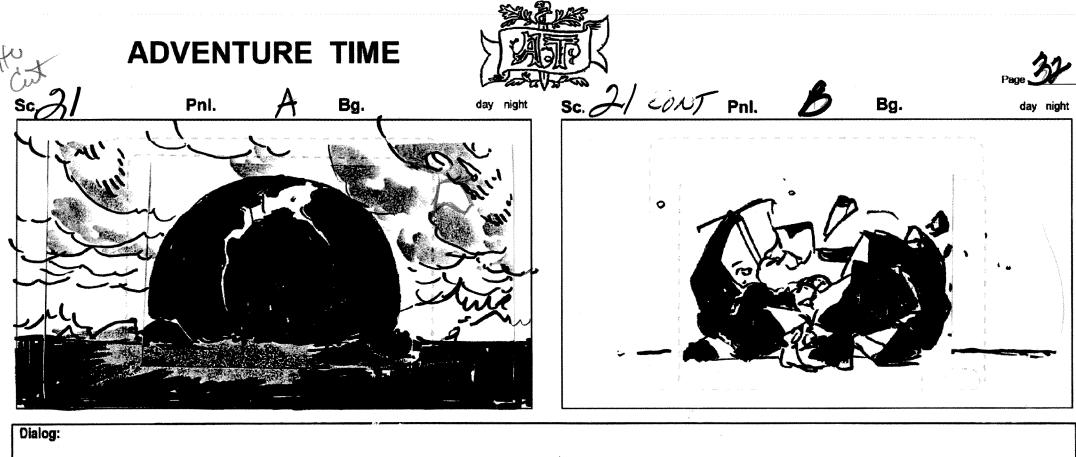
Sc. Pnl. Bg. day night



1014/106



1014-106



SFX: * CRACKING *

Action: — GIANT ORB OF BLAUKENED ILE

SPLITS & CRACKS —

LOE ORB SHATTERS OPEN!

LARGED FIRES RALE IN BL & EARTH IS CHARRED

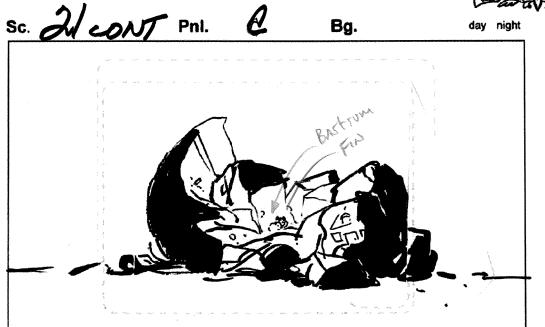
Timing:

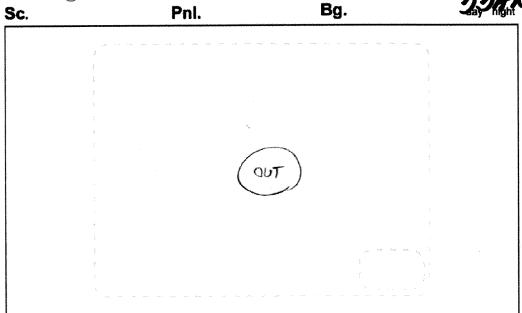
Timing:

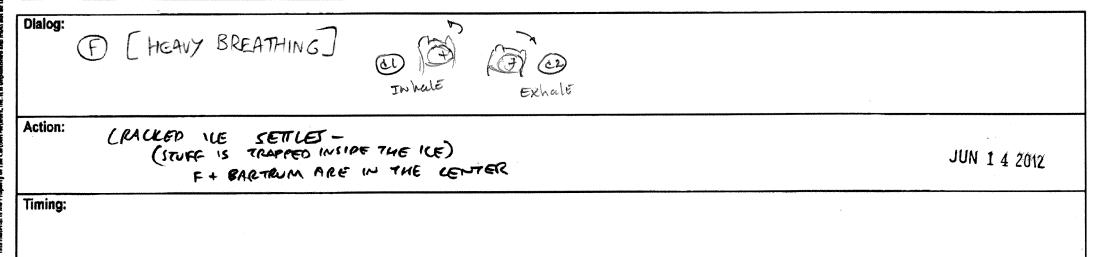
ONLY THE SURFACE IS COVERTED

IN ASH)









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Production:

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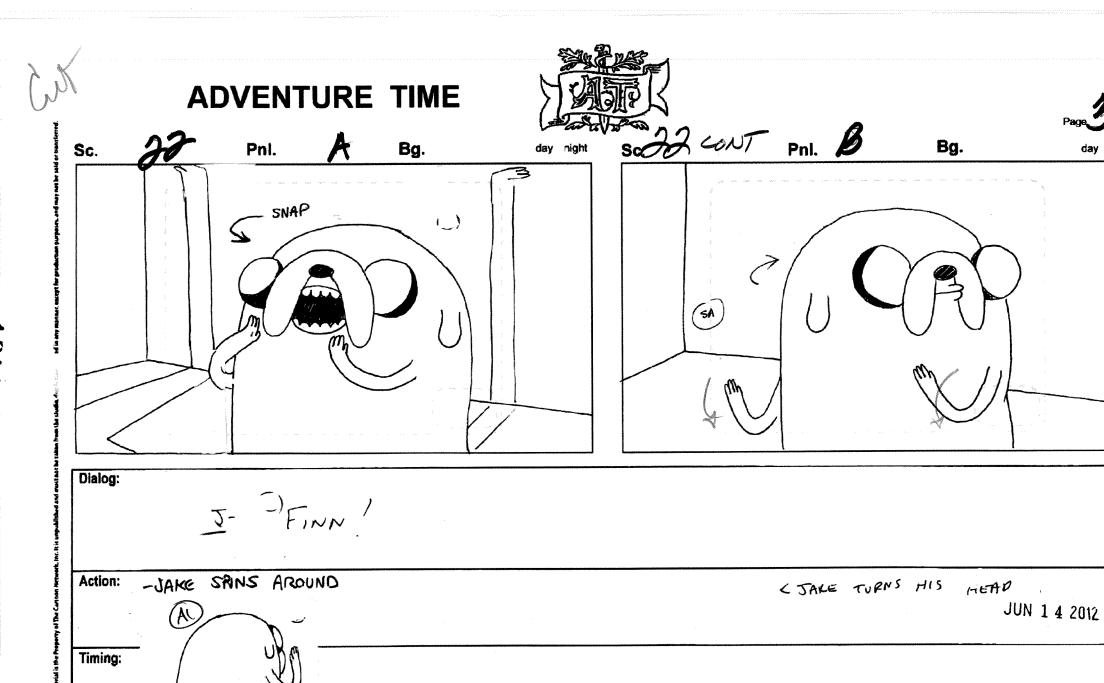




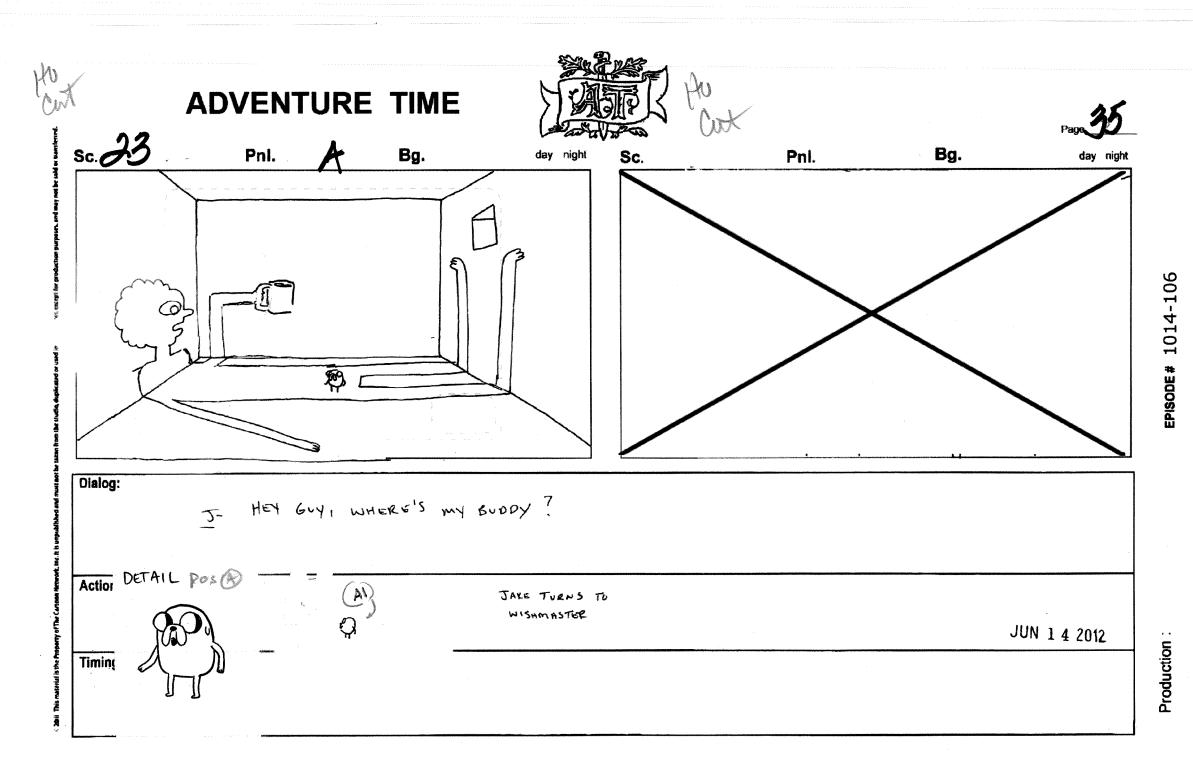
Sc. 21A Sc. 21A CONT Pnl. B Pnl. A Bg. Bg.

		J: (os) finn?	
Action: -time room ex			
-bigger rocks	slowly rotate		JUN 1 4 2012

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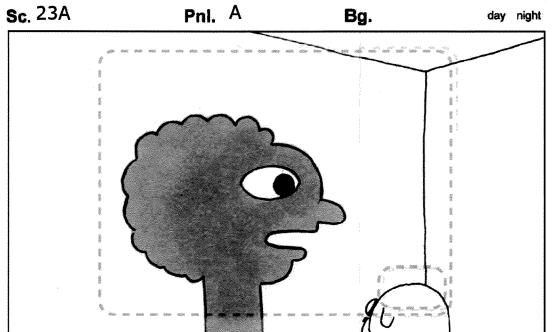
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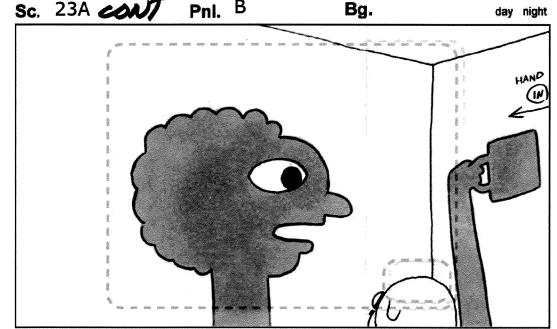






Sc. 23A CONT Pnl. B Bg.





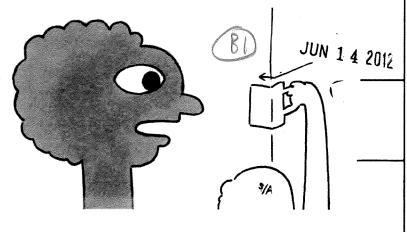
Dialog:

Prismo: oh, when he wished for the lich to have never existed...

Action:

prismo's arm with coffee cup slides on/s on wall. prismo brings coffee cup close to his mouth

Timing:



Production:

1014-106

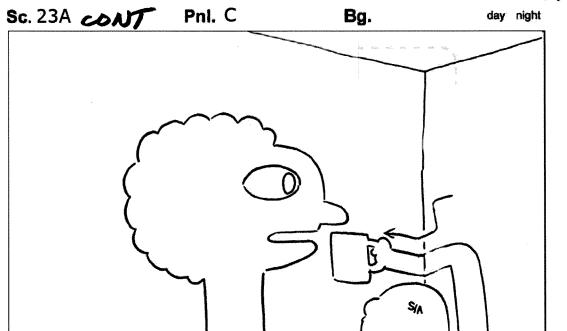
1014/106

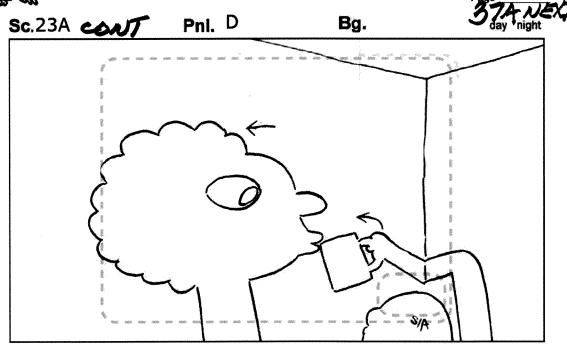
36

1014-106

ADVENTURE TIME







Prismo: *siiip*

Action:

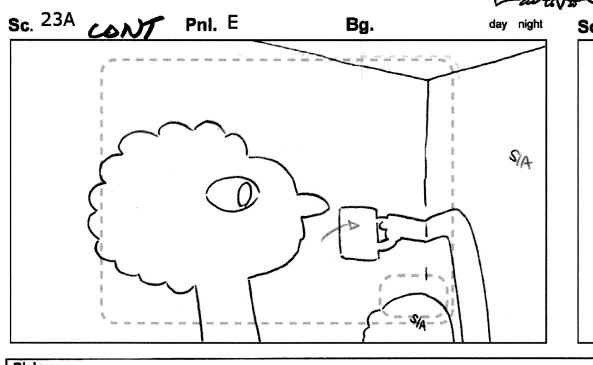
prismo sips from shadow cup

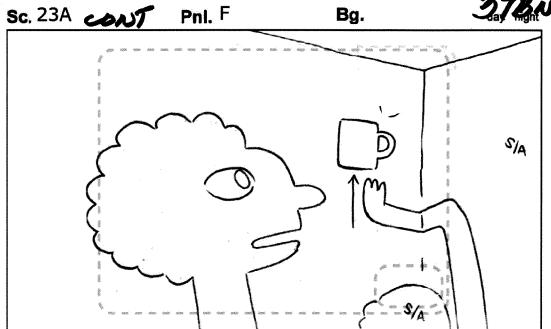
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ADVENTURE TIME

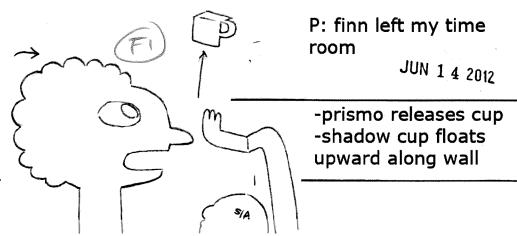




Dialog:

Action:

Timing:



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1014/106

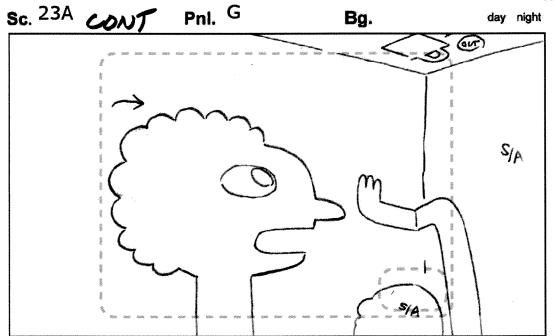
Production:

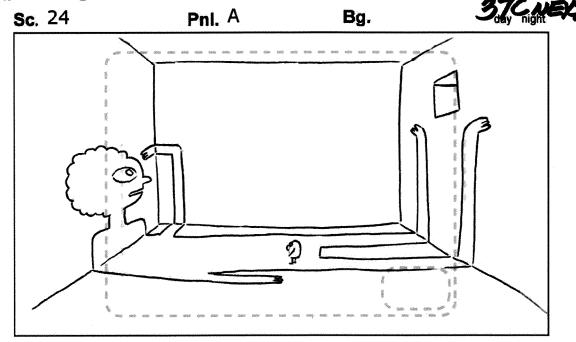
Dialog:

EPISODE# 1014-106

ADVENTURE TIME







P: and entered his wish altered reality
P: we can watch him on my tv wall

JUN 1 4 2014

Action:

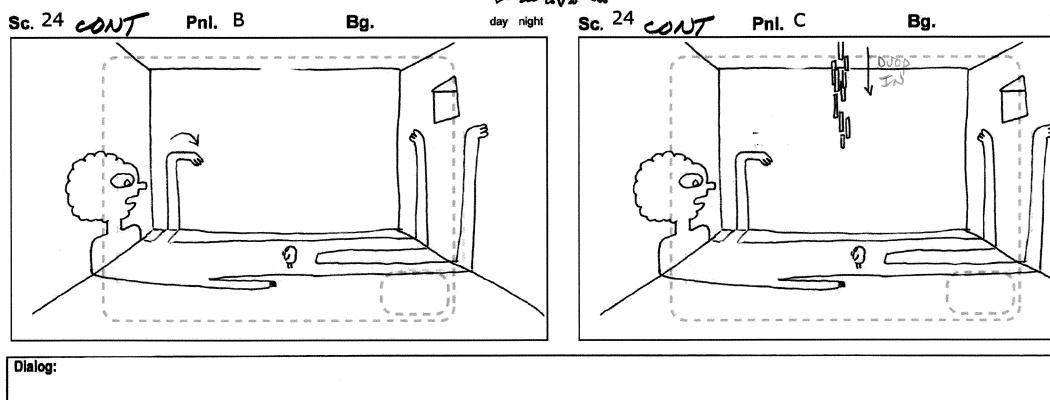
-shadow cup floats onto ceiling and offscreen

Timing:

EPISODE# 1014-106

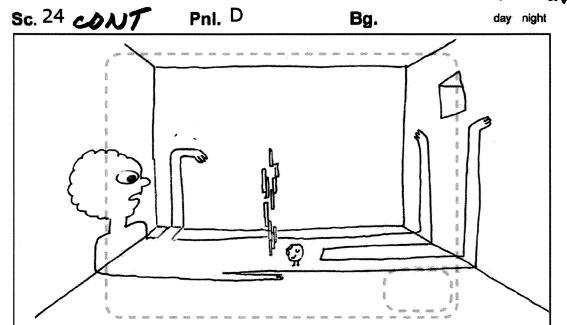
ADVENTURE TIME

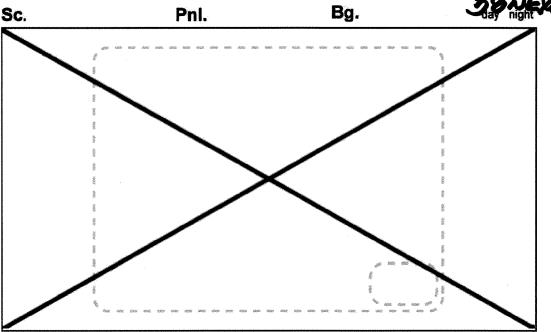




Dialog:	
Action:	tv remote zaps down _{JUN 1 4 2012}
Timing:	



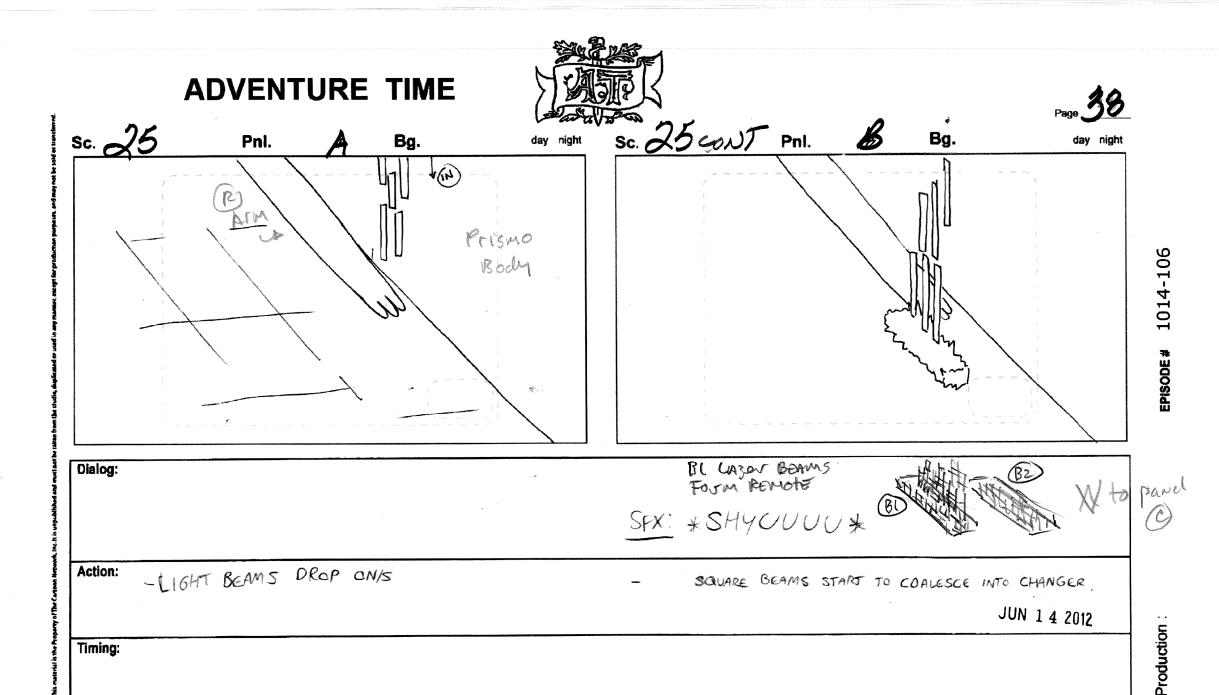


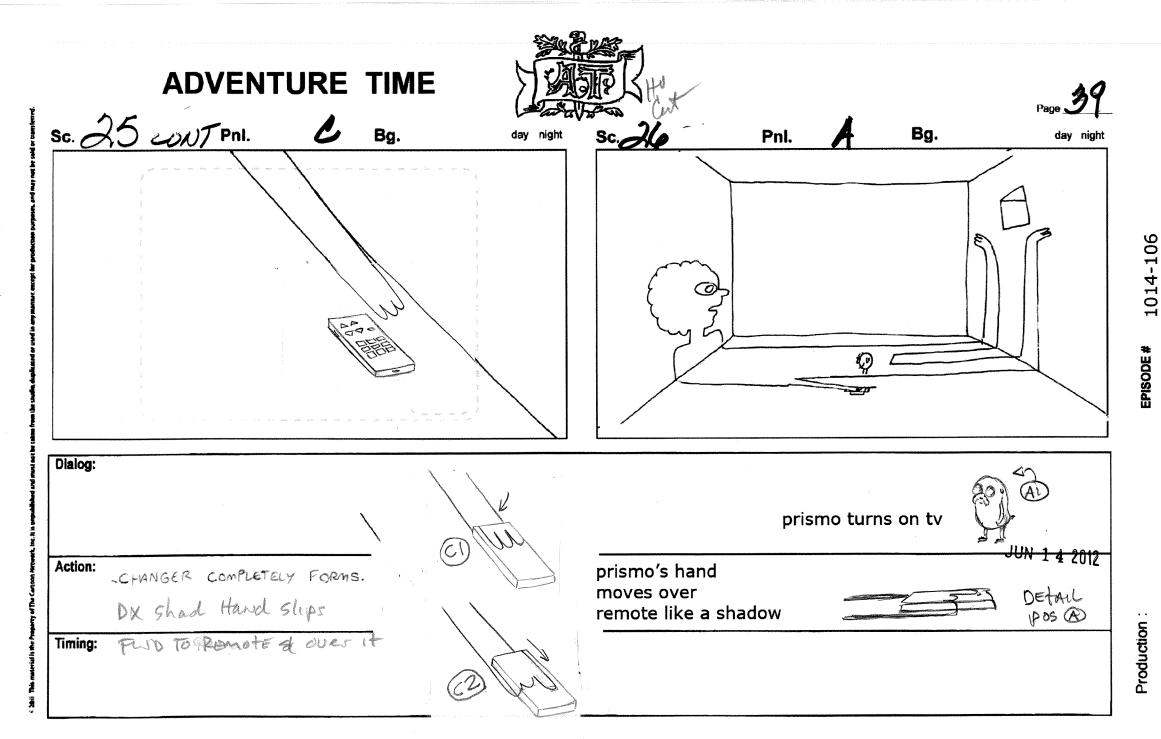


Dialog:		
Action:	tv remote zaps down	
		JUN 1 4 2012
Timing:		

Production:

1014-106



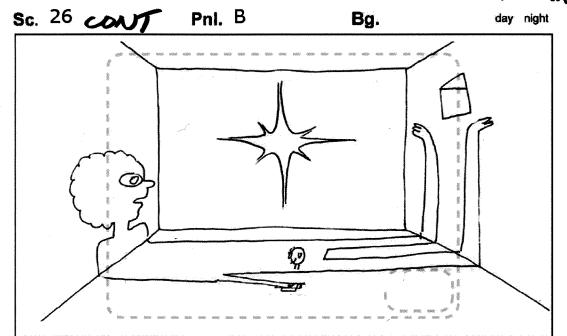


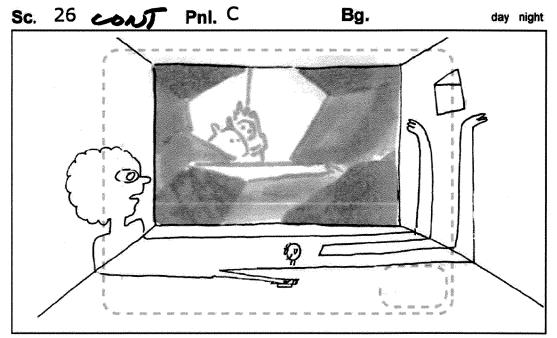
EPISODE# 1014-106

ADVENTURE TIME



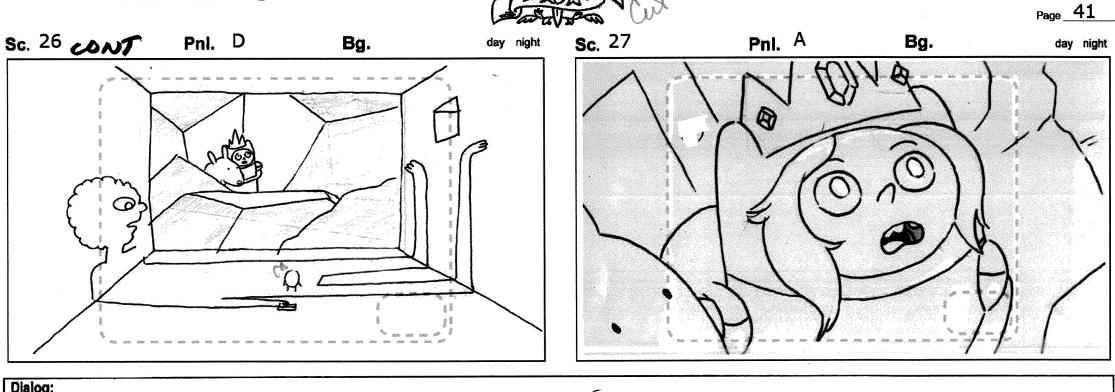
Page 40





Dialog:	BUT REVEALS FADING ON ()	of Focus
Action:	(E) pavel TV Image	JUN 1 4 2012
Timing:		





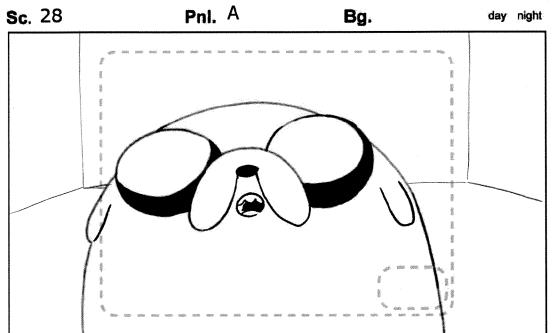


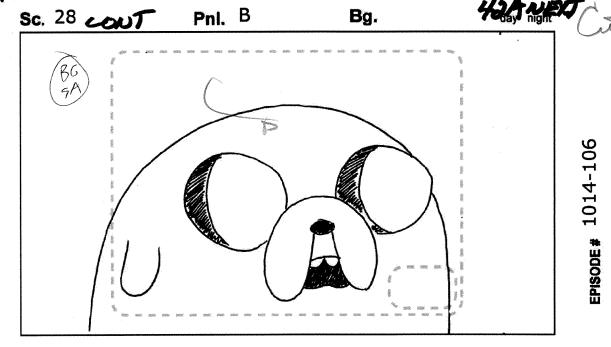
Production:

1014-106



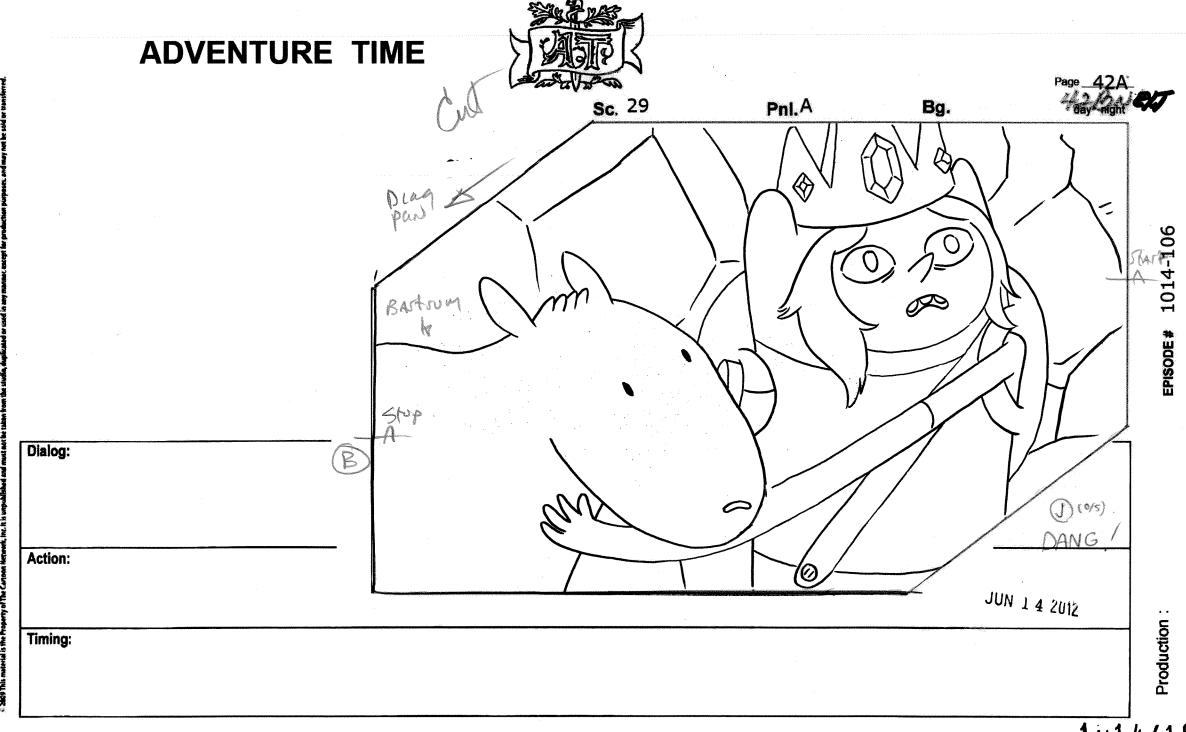






Dialog:			
	J: whoa, alternate wish world finn is	mad values	
Action:			
			JUN 1.4 2012
Timing:			

Production:

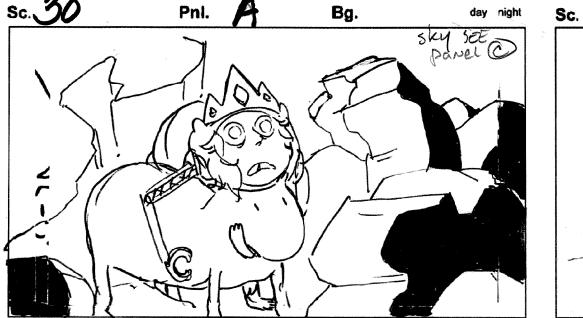


			· · · · · · · · · · · · · · · · · · ·	
Sc 29 CONT Pril. Bg.	day night Sc.	Fnl.	Bg.	Page 42B 43NEXT day night
		ggge wish Timor was stare golden bever dake 10-m 20-00 block block 1960m	## MO 904 2 ## MO 904 2	EPISODE# 1014-106
Dialog: (5:) (1'm mao ve	GLIES, 700.	·		
Action:				JUN 1 4 2012
Timing:				Production









Sc. 30 CONT Pnl. B Bg. day night

Dialog:				
Action:	F,	STILL GRABBING	BAR.	-
		reachet to	BAR., CUMB ON ICE	

Timing:

Production:

JUN 1 4 2012

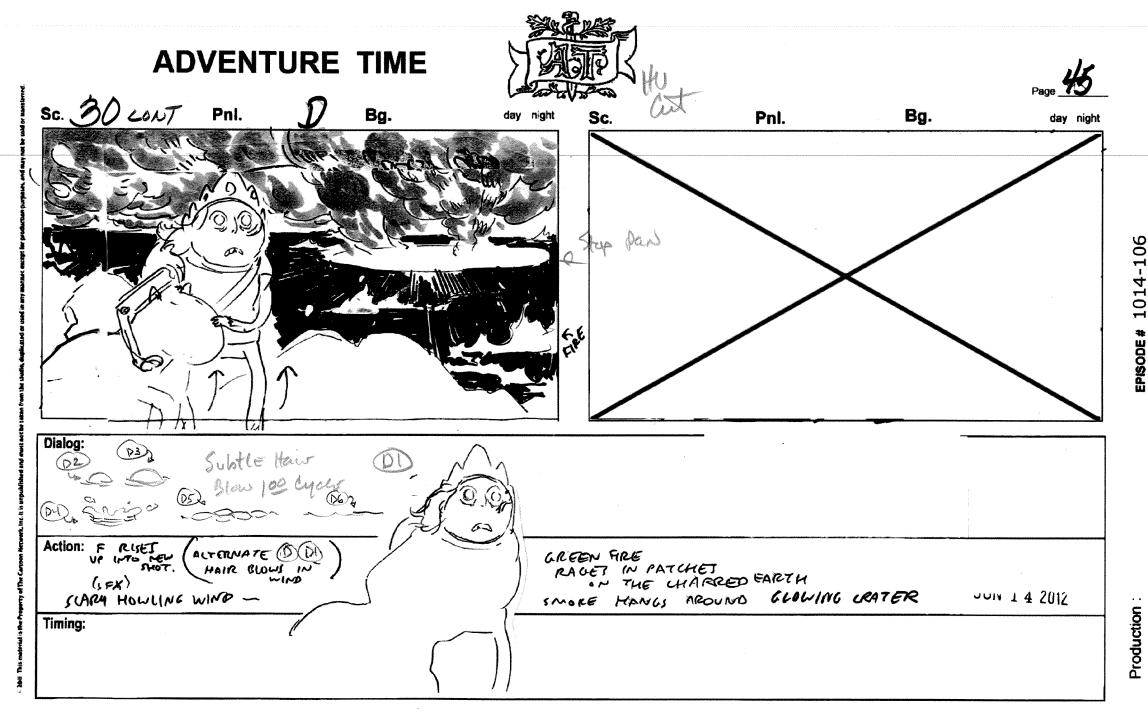
1014-106

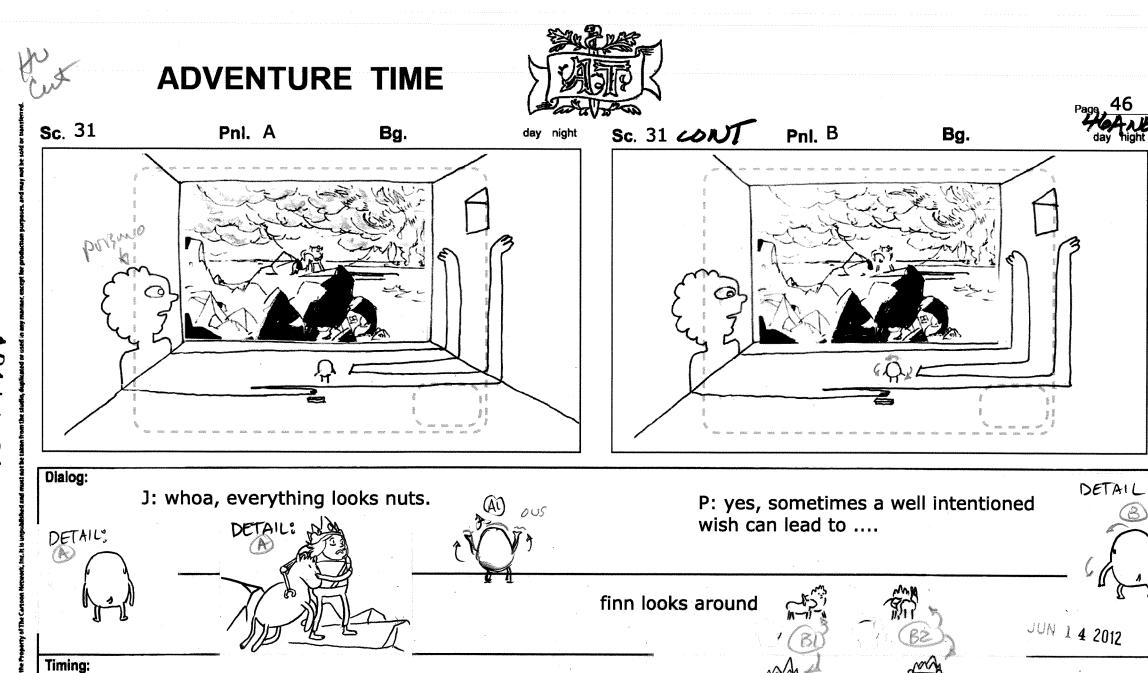
EPISODE#

1014-106

EPISODE #







DETAIL:

30 BE JUN 1 4 2012

Defail
BE
BE

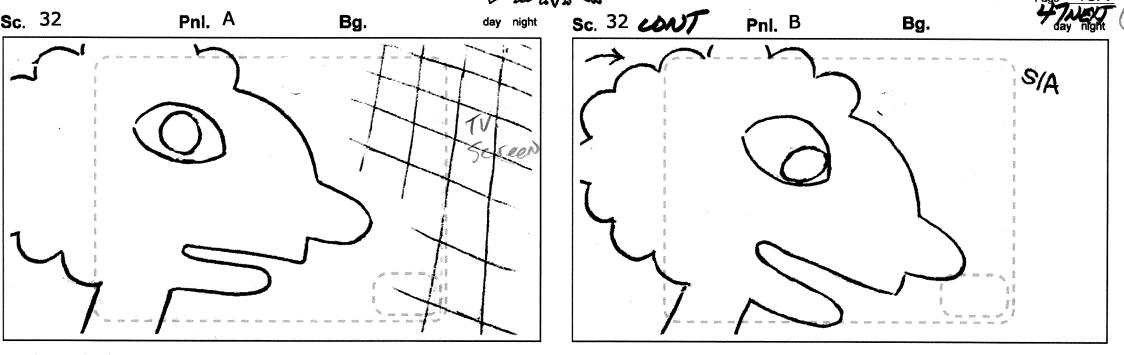
1014/106

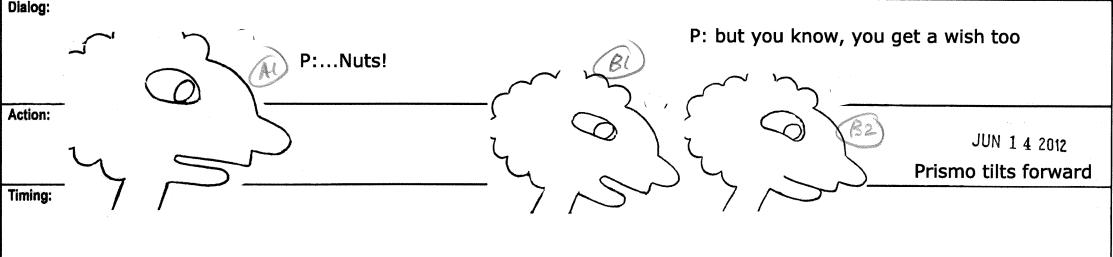
Production:

1014-106

EPISODE #

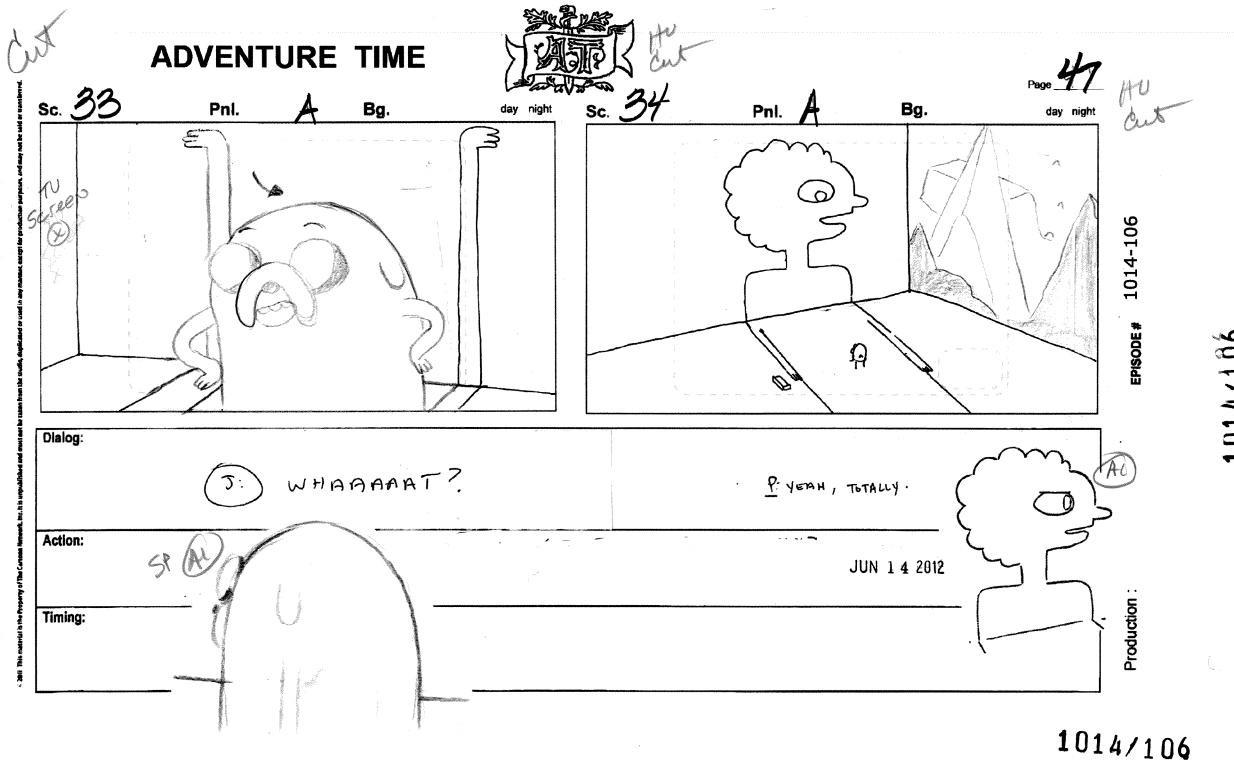


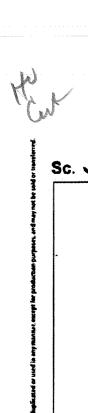




Production:

EPISODE# 1014-106

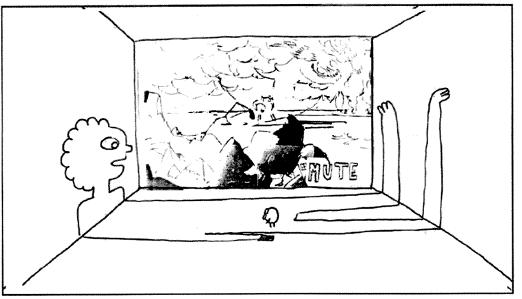






sc. 35 Pnl. Bg. Prismo

Bg. Pnl.



SFX: * CLICK* Action: PUSHES MUTE BUTTON. - wm Prismo Timing: nody



"mute" pops onto the screen finn looks around in BG, the whole time 14 2012

Production:

1014-106

EPISODE#

1014/106

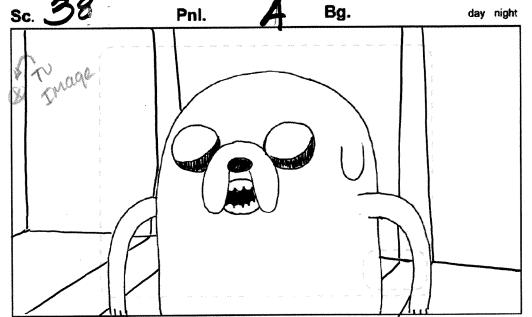
W.X

ADVENTURE TIME



Page 49

Sc. 37 Pnl. A Bg. day night



Dialog:

P: YOU CAN HAVE ANYTHING

1: I WISH FOR A ...

Action:

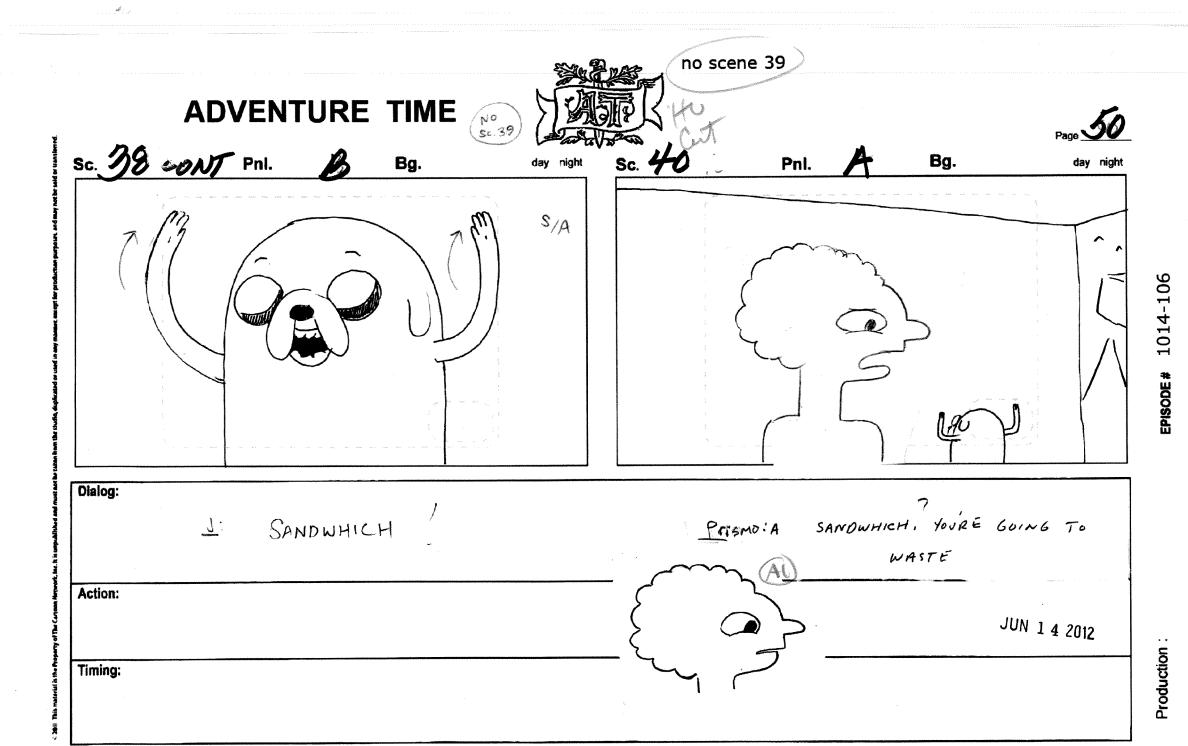
JUN 1 4 2012

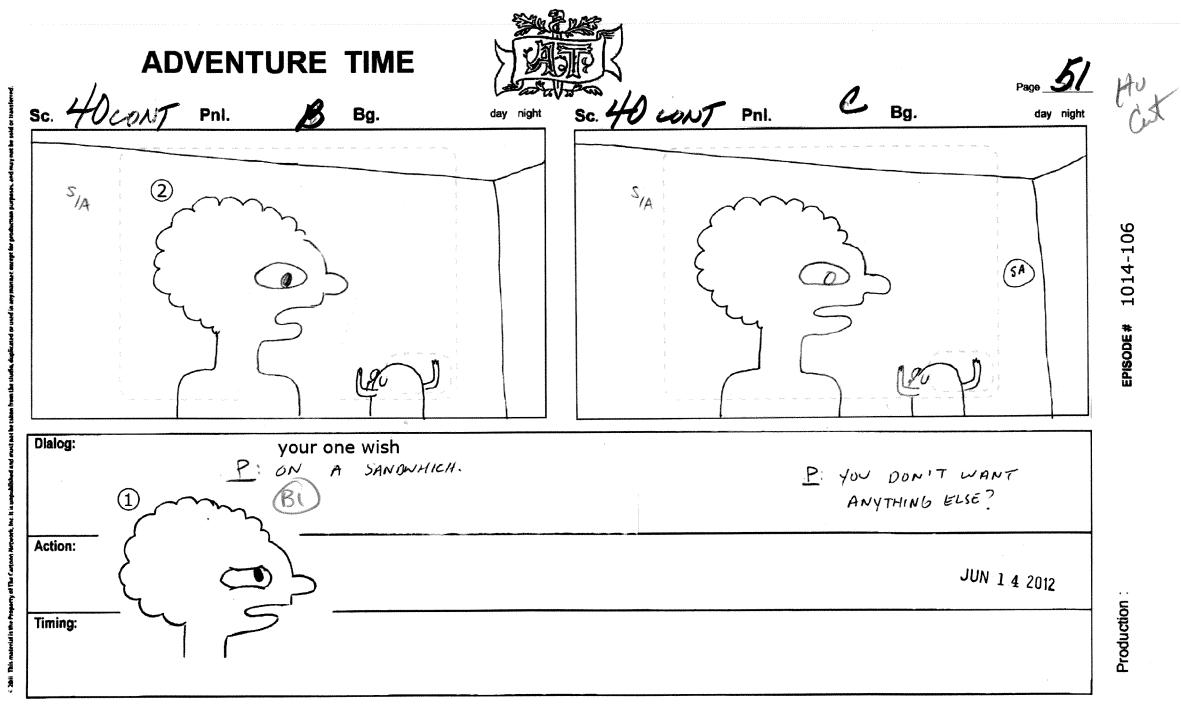
Timing:

Production:

1014-106

EPISODE #



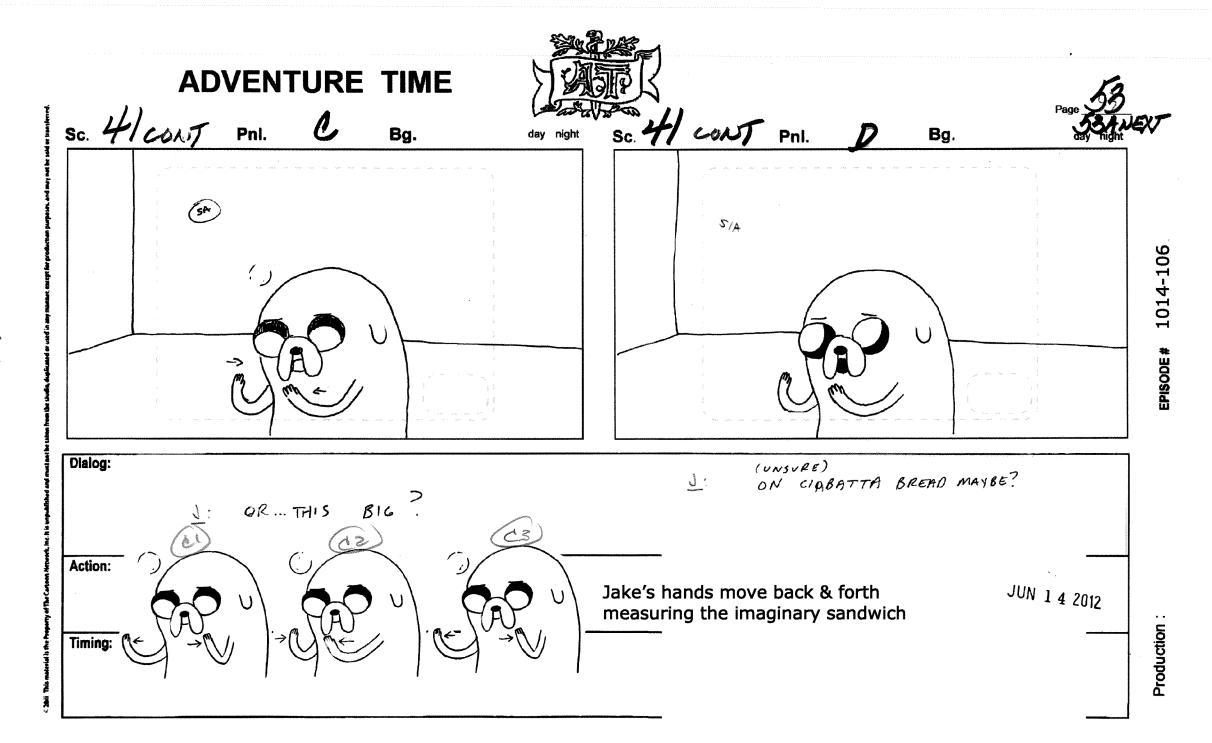


ADVENTURE TIME	TIME STATE OF THE
Sc. H Pnl. A Bg.	day night Sc. H CONT Pnl. B Bg. day night
	Prismo
Dialog: J- NAH, SANDWHICH IS GOOD	BI) J- MAYBE ABOUT THIS BIG?
Action:	JUN 1 4 2012
Timing:	

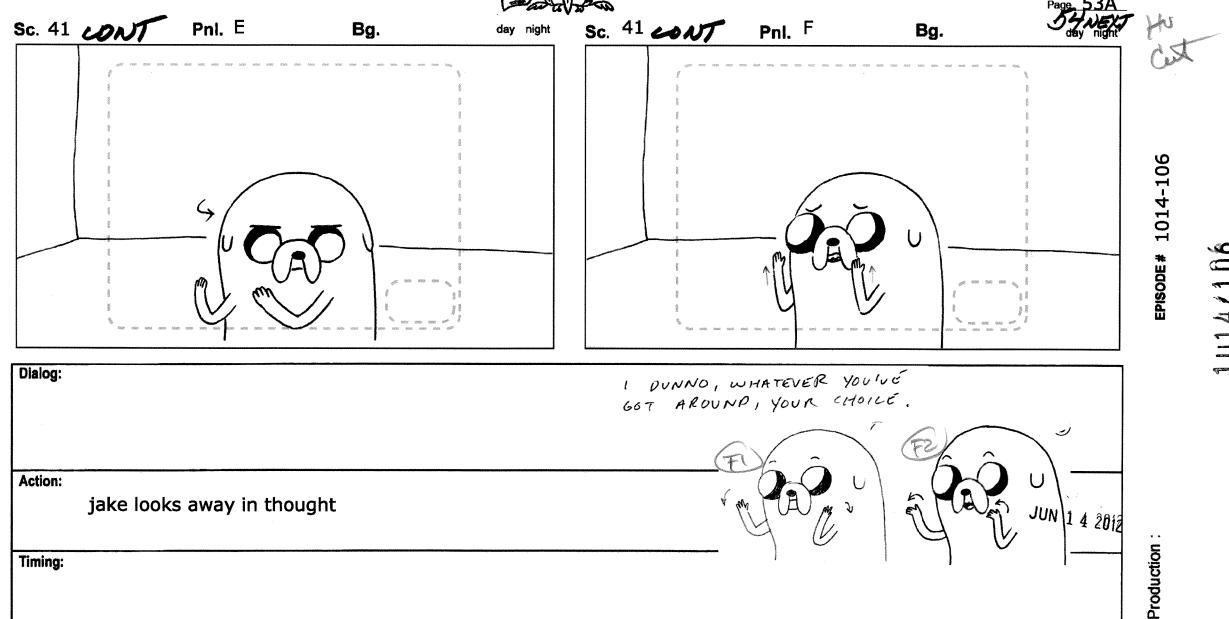
Production:

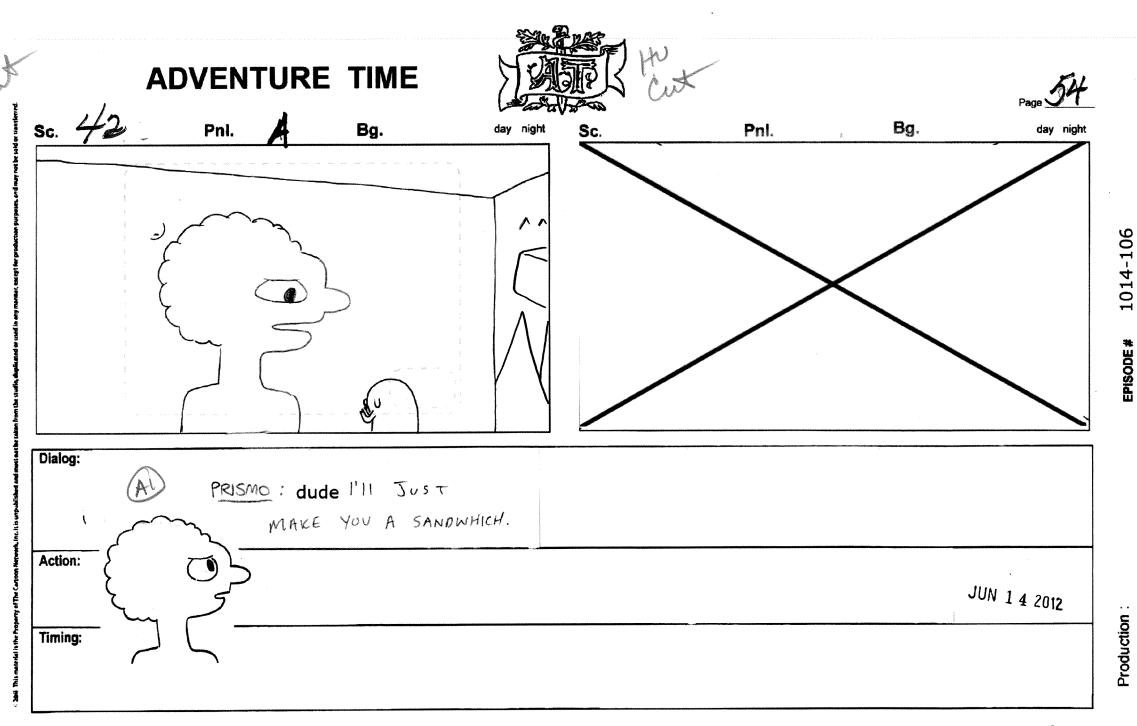
1014-106

EPISODE#









W.

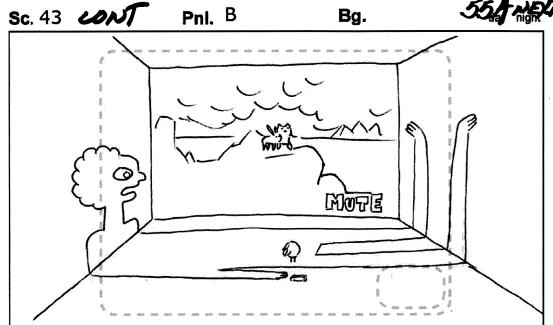
ADVENTURE TIME

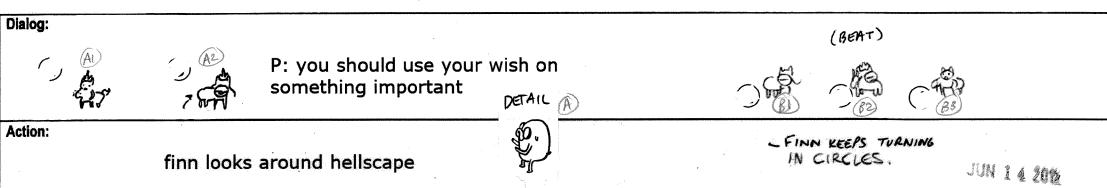


Sc. 43

Pnl. A

Bg. day night











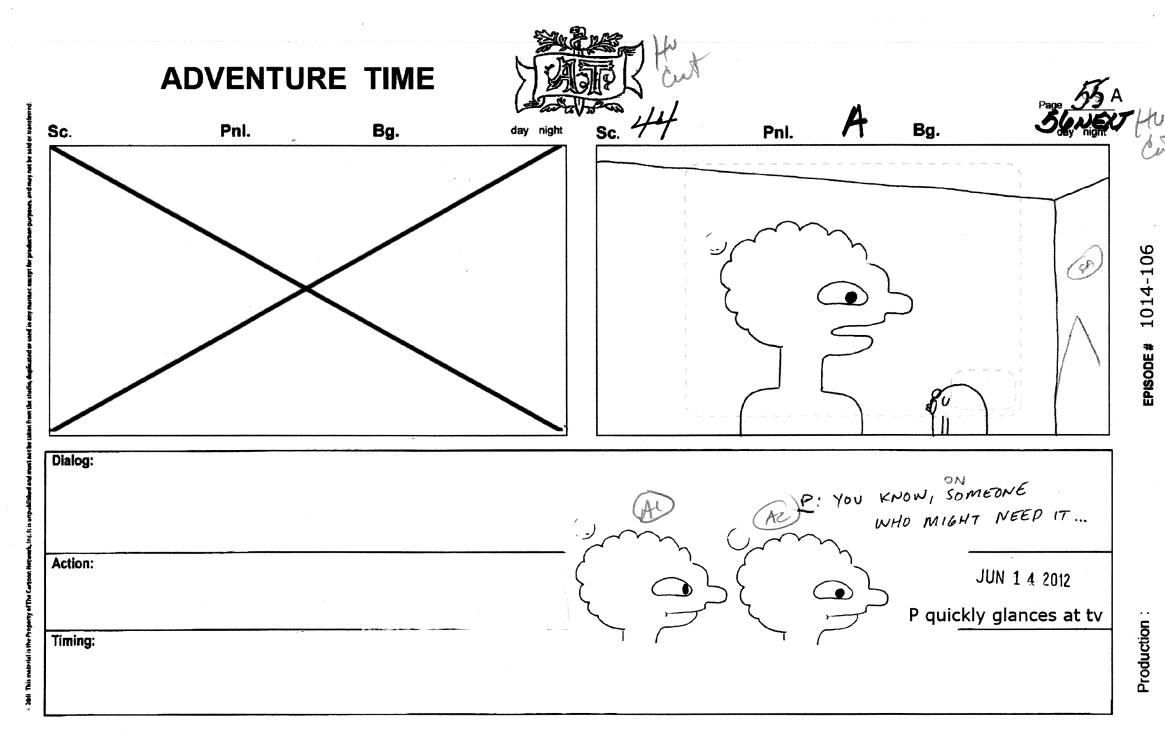


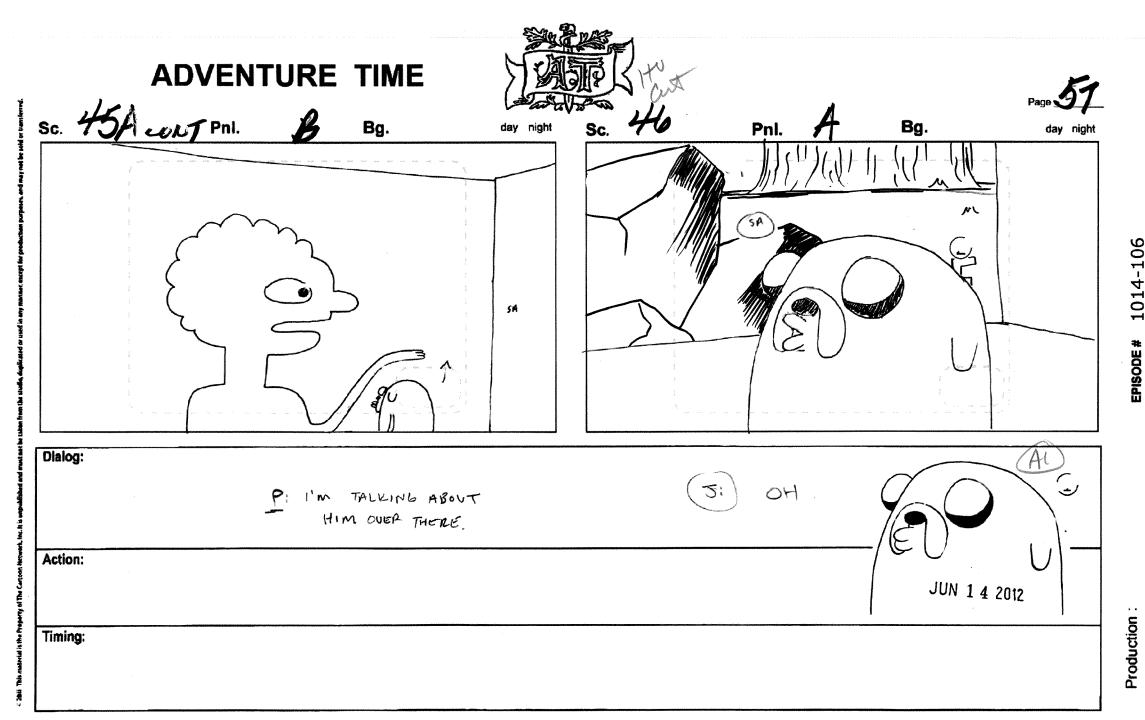






EPISODE# 1014-106





ADVENTURE TIME	TANK W	Page 58
Sc. He CONT PNI. B Bg.	day night Sc. 47 Pnl. A Bg.	day night
		EPISODE# 1014-106
Dialog:	SFX: [WIND HOWLING]	`
Action: - JAKE TURS TO C	JUN 14 20)12
Timing:		roduction :

1014-106

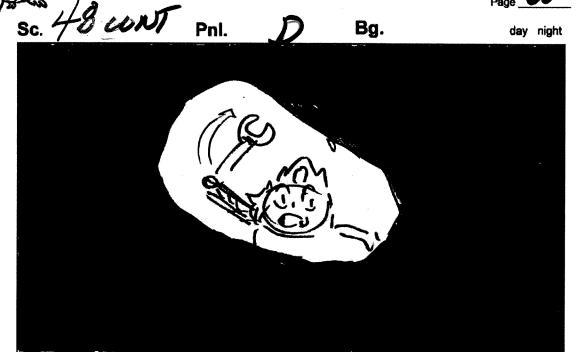
EPISODE#

X A	DVENTURE	: TIME					
Sc. 48	Pnl. A	Bg.	day night	sc. Ho conj	Pnl. 🔏	Bg.	day night
							uay nigni
						· -	
Dialog:		and the first standing					
					SQUEAKINGX	JUN 1 4 2012	
Action:				- SMU	ARE COOKING OUT THE ICE)	SMEARS ASH OF	= (CE
Timing:			,				



Page 60

Sc. 48 WAT Pnl. Bg. day night



Dialog:

SFX: * RRR-RRR*

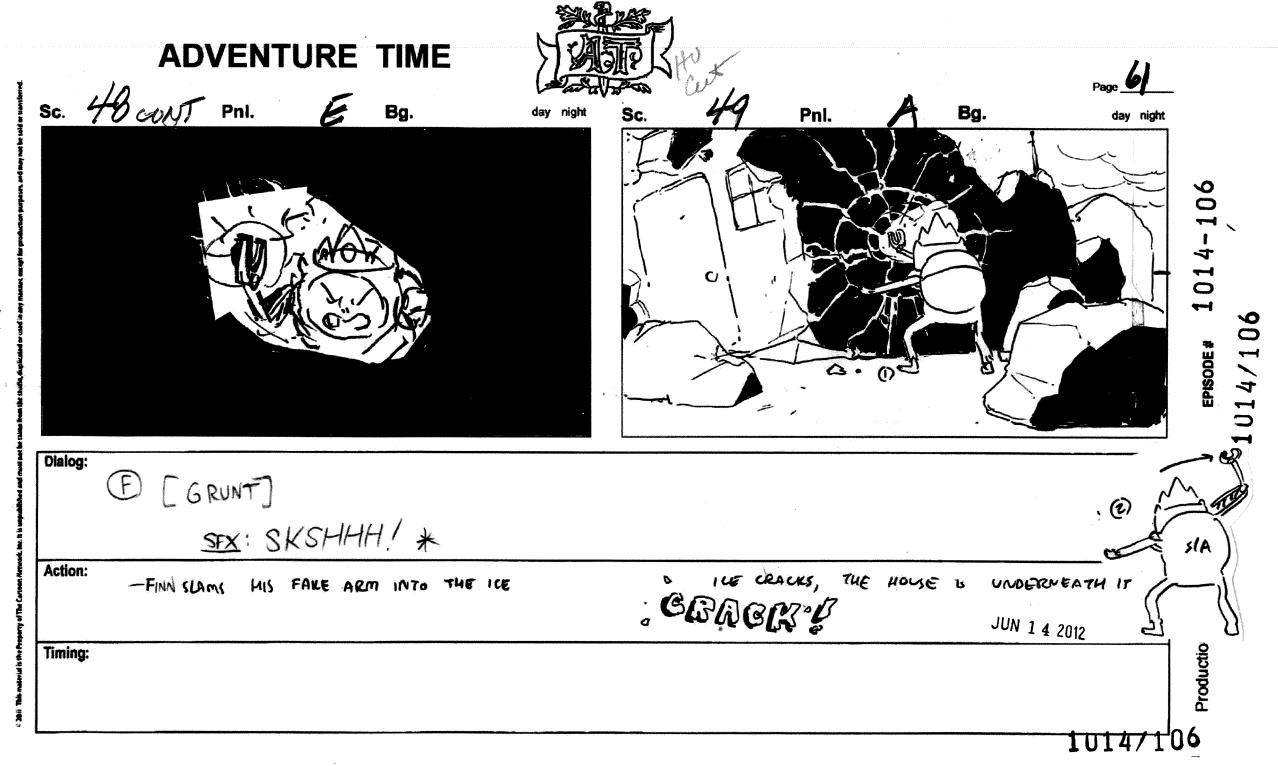
JUN 1 4 2012

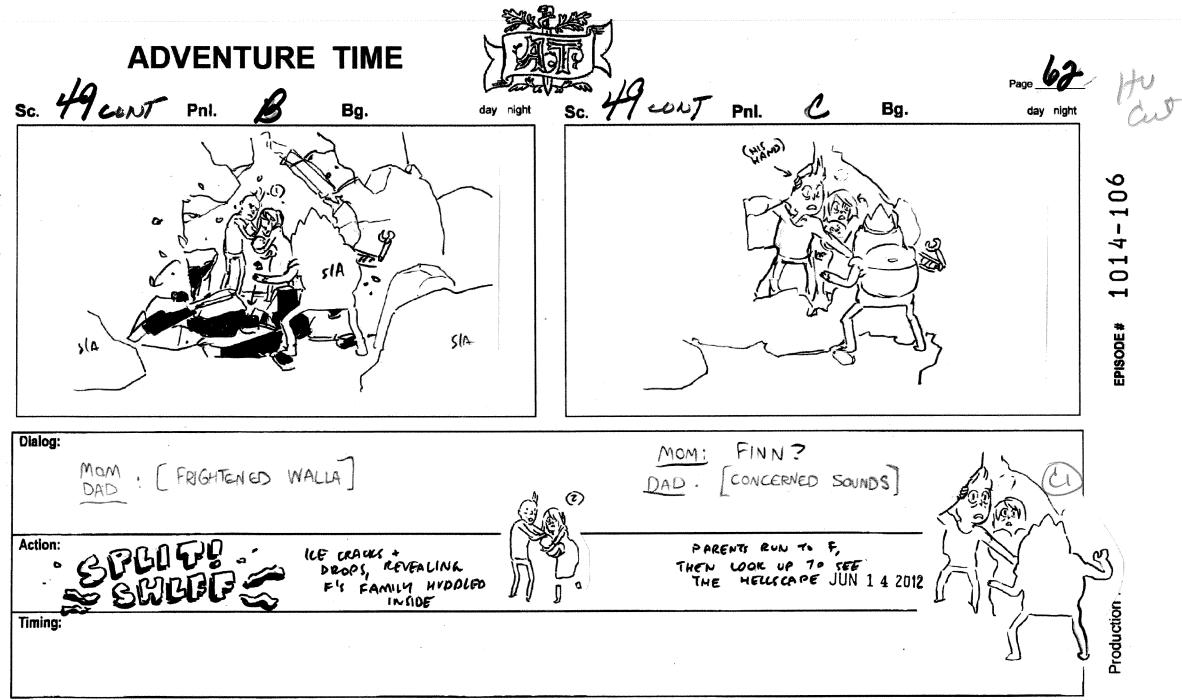
Action:

F WIPES ILE OFF

REVEAUNG HIS FACE

Timing:



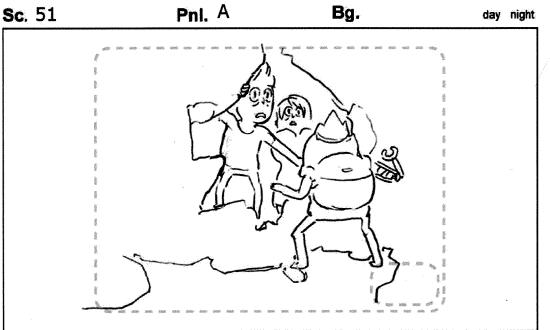


Hat

ADVENTURE TIME



Page <u>63</u>



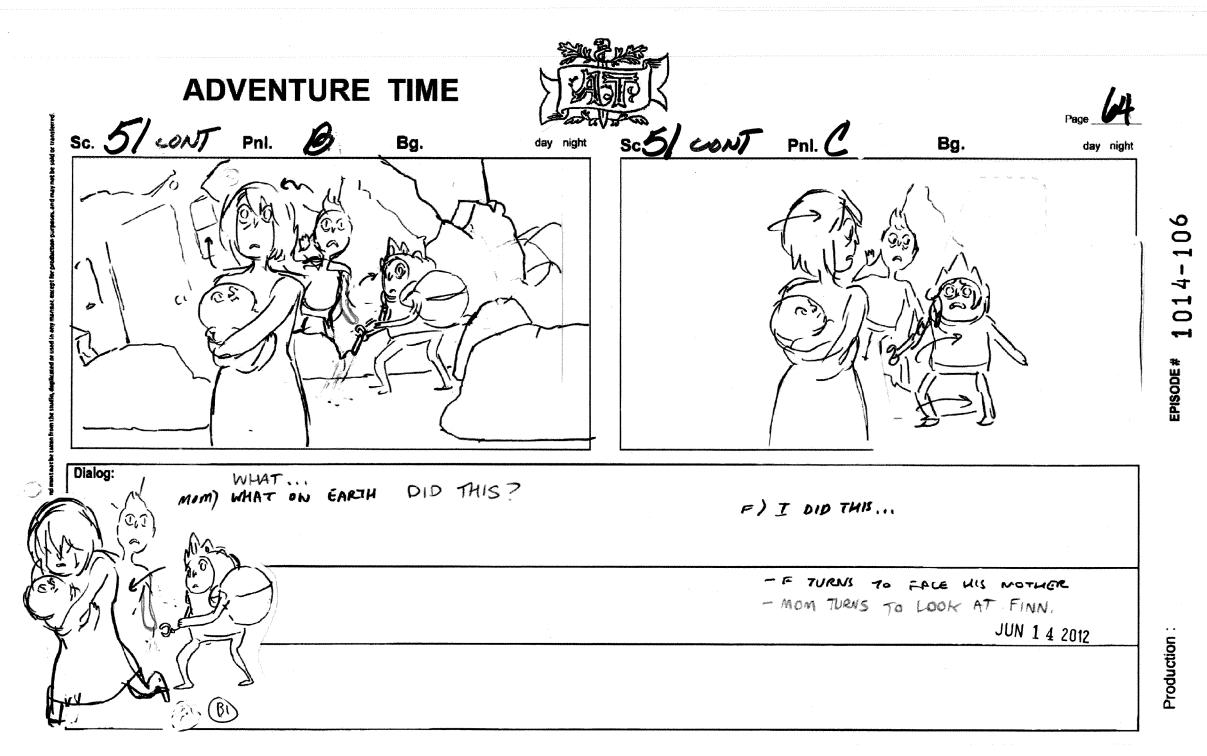
Dialog:

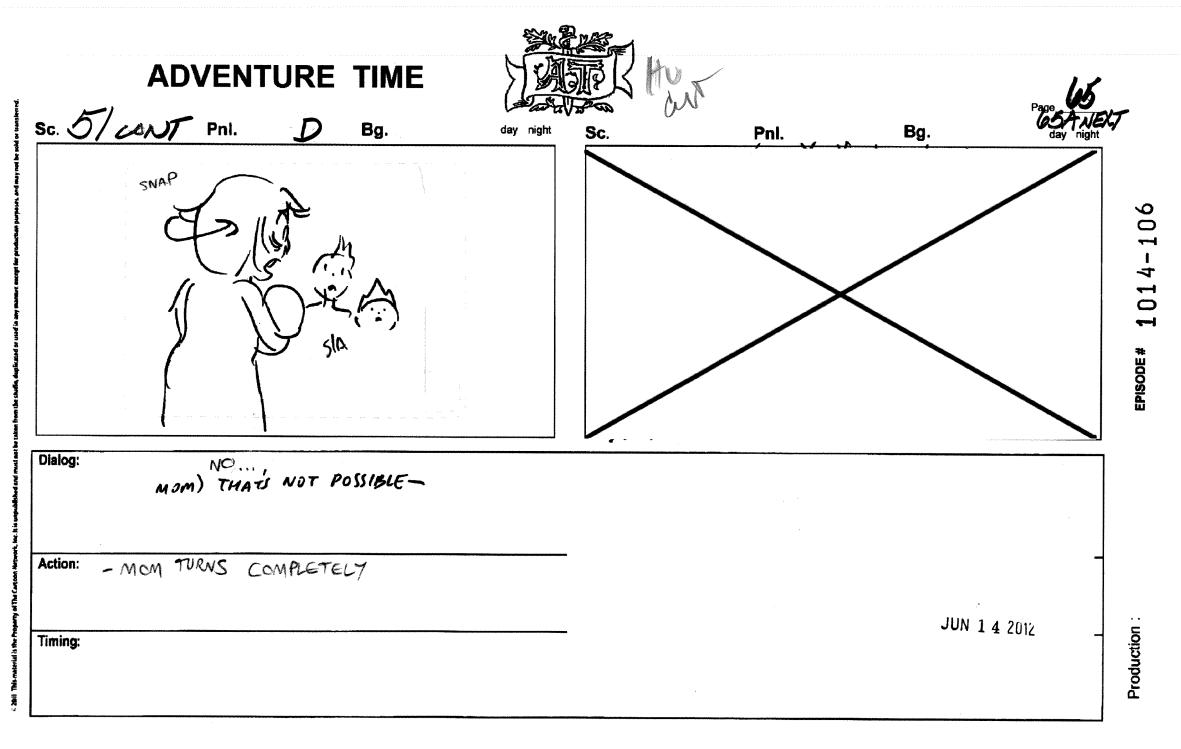
Action:

F and family look out at sprawling hellscape

JUN 1 4 2012

Timing:









Sc. 51A Pnl. A Bg.

Sc. 51A WAT Pnl. B





1014-106 EPISODE #



Dialog:

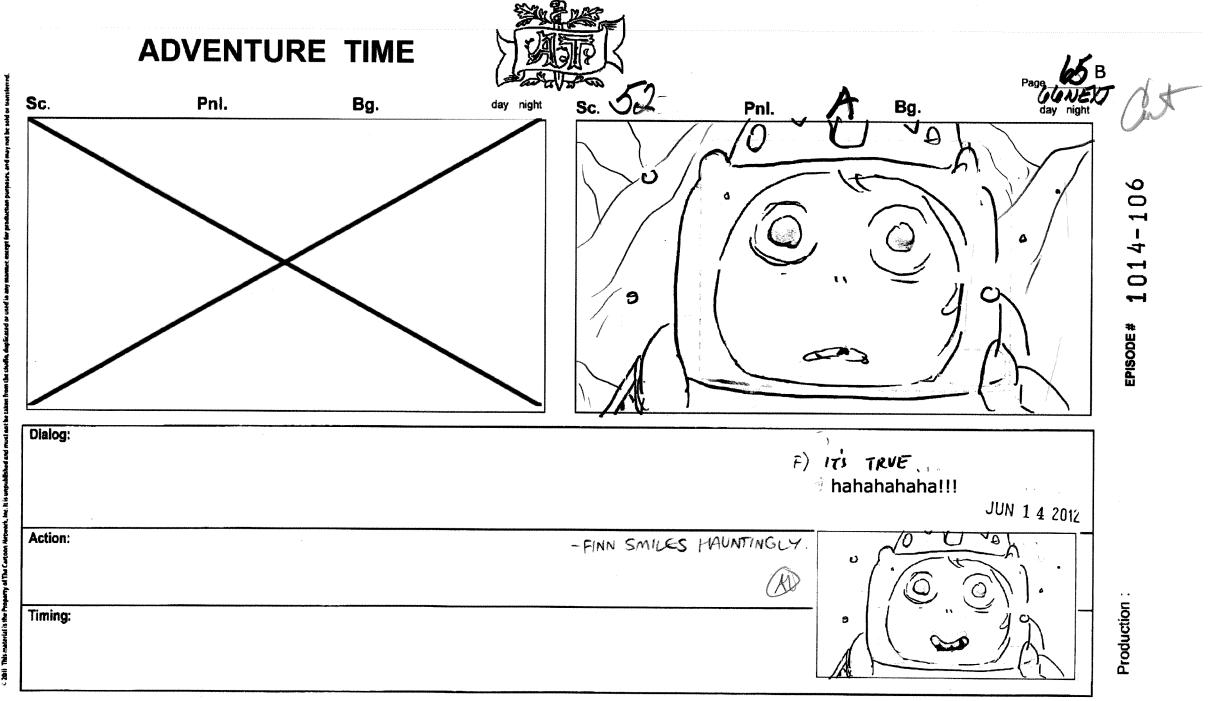
MOM) I RAISED YOU BETTER THAN THAT!

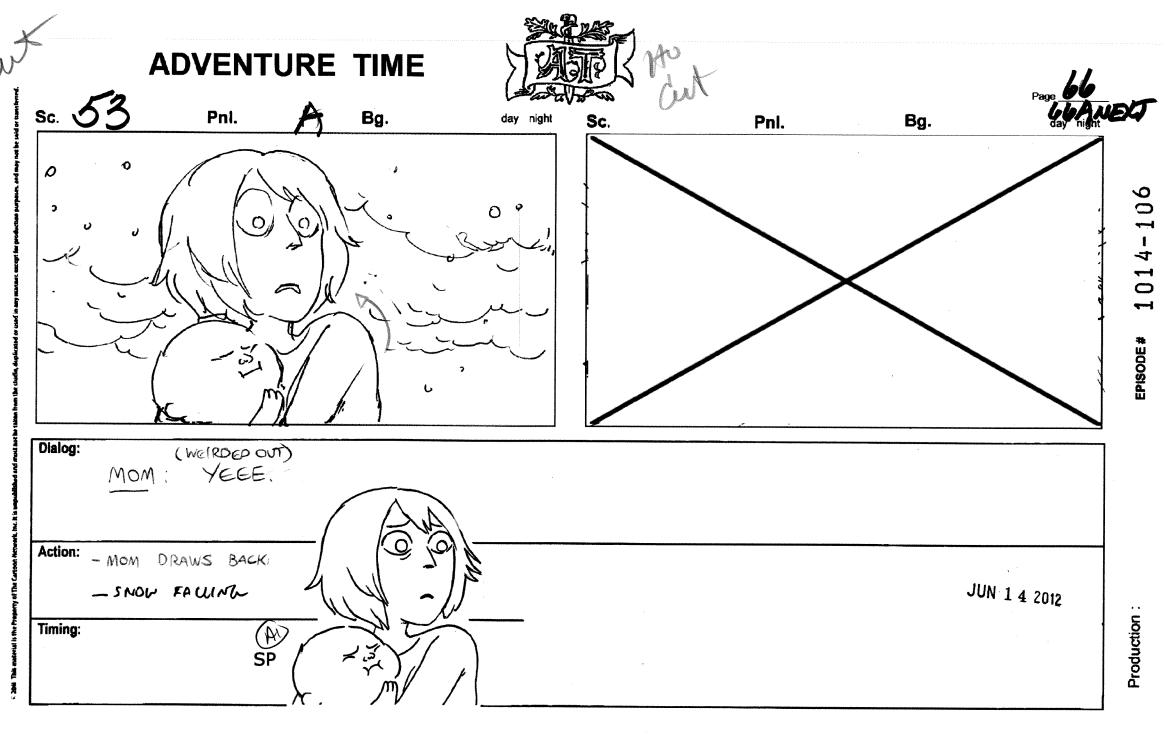
Action:

Timing:

mom furrows her brow

JUN 1 4 2012







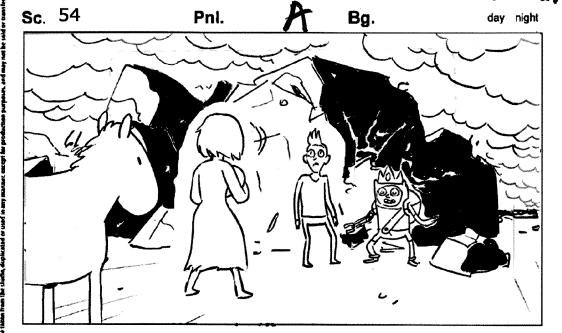
Timing:

ADVENTURE TIME



1014-106

EPISODE#



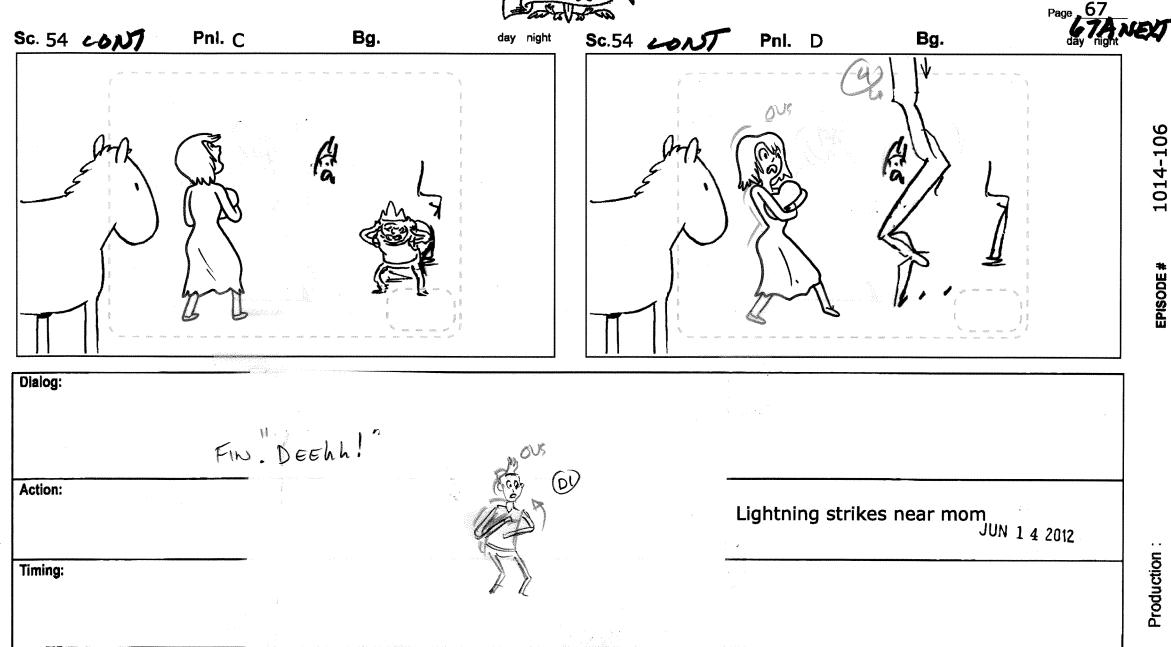
Sc. 54 CONT Pnl. B Bg.

Dialog: 上:《编文技》是《新典》中的 FIN I put outthe Fire (TORTURED) BUT I ALSO MADE THE BOMB 60 OFF ... Action:

-F FREAKING OUT, SHOW FOUS, MENTHING
FLATHET STREET GRADES 2

JUN 1 4 20%





Action:

Timing:

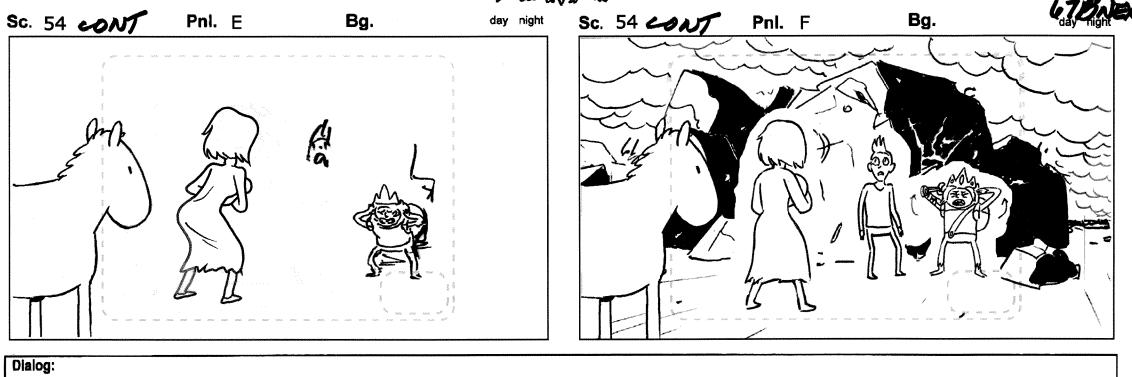
1014/106

1014-106

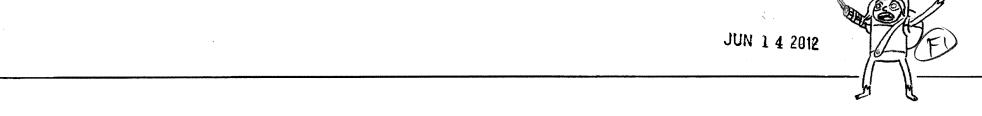
EPISODE #

ADVENTURE TIME





•	F: [Struggling]	F:the crown, it compels me to ice up everything!!!
		5 000

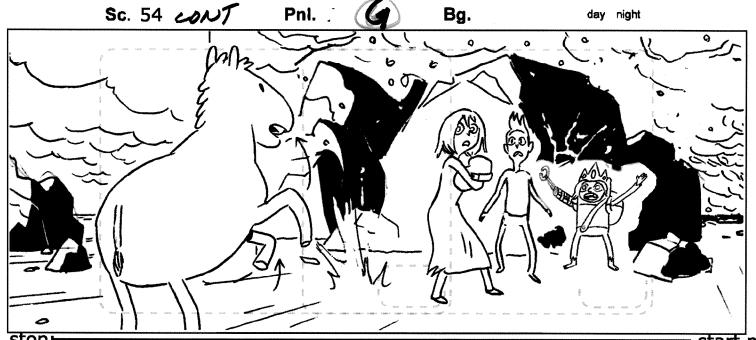




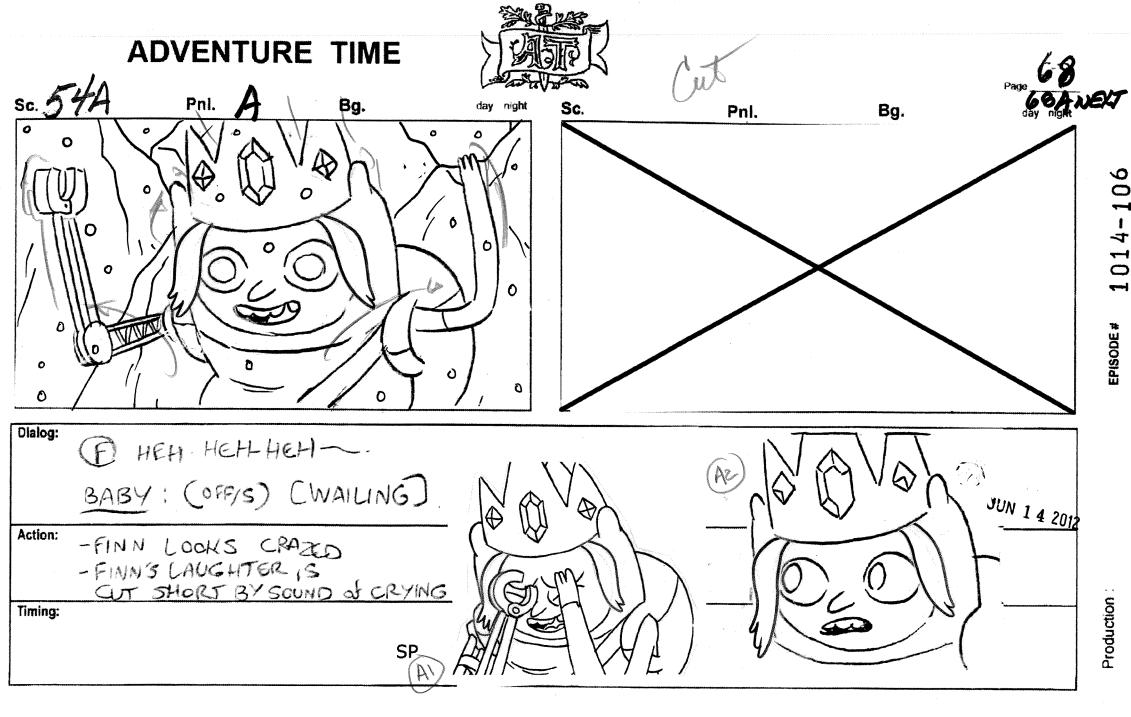
Page 67B

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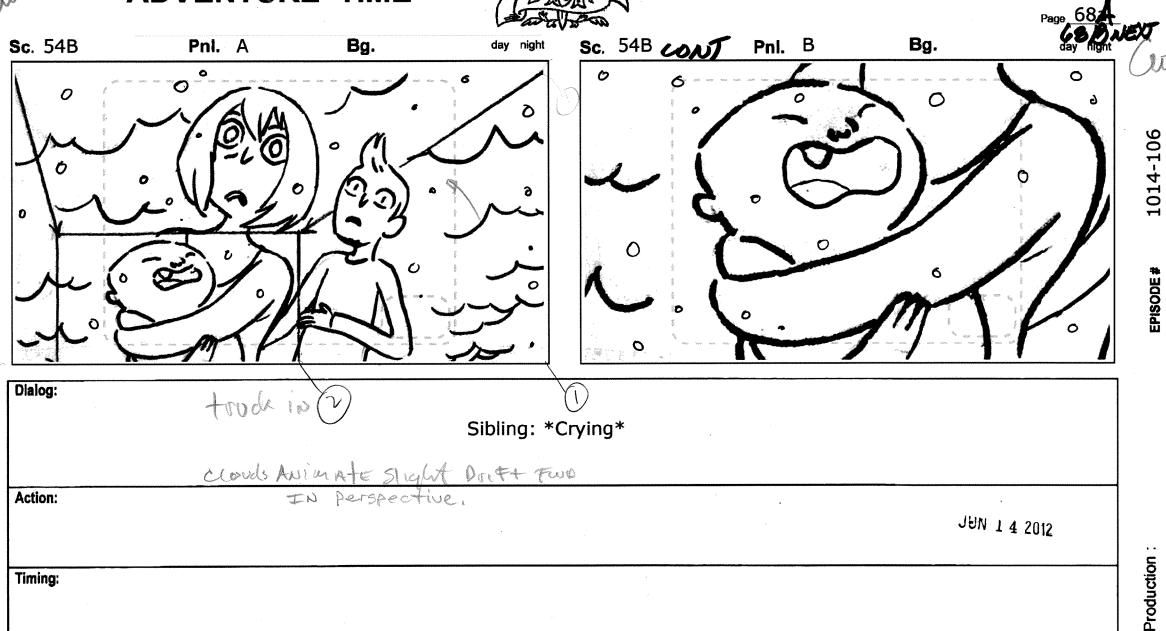
EPISODE#



	stop	start pan
Dialog:		
	Bar: Neigh!!!	
Action:		
Action.		
	- ULHTHING STRIKET IN REACT OF BAR BARTRAM REACT UP.	*,
	- BARTRAM REALL UP,	JUN 1 4 2012
		- LUIA_
Timing:		

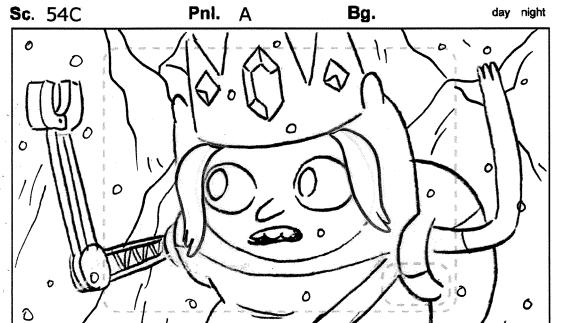


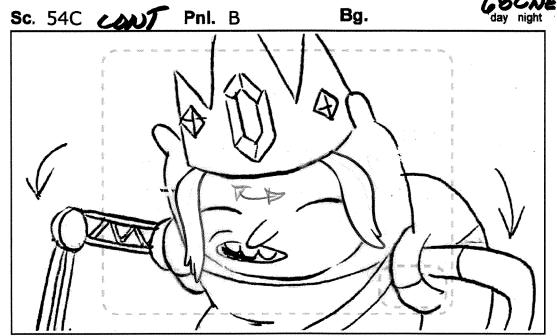












New York	Dialog:
UN 1 4 2012	Action:
	Fiming:

Production:

1014-106

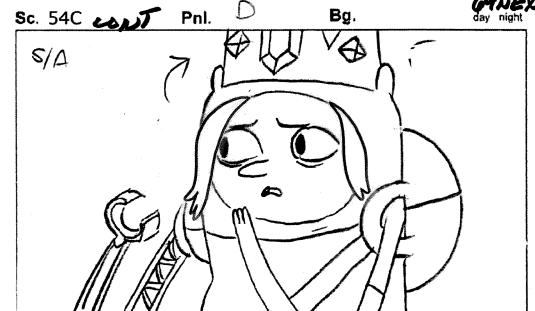
EPISODE #

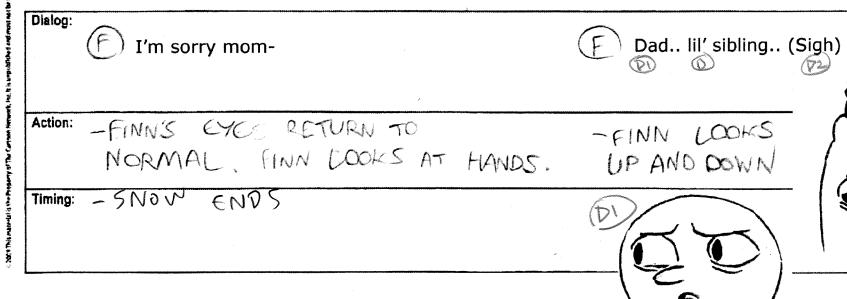
1014/106

ADVENTURE TIME







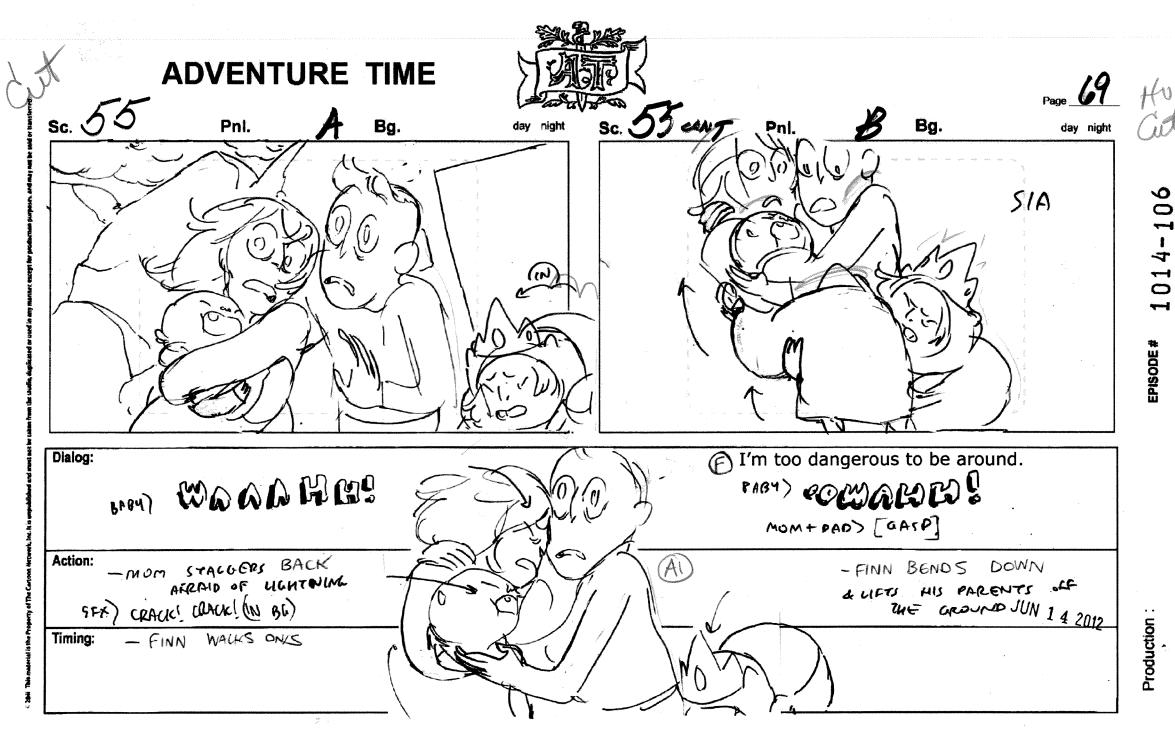


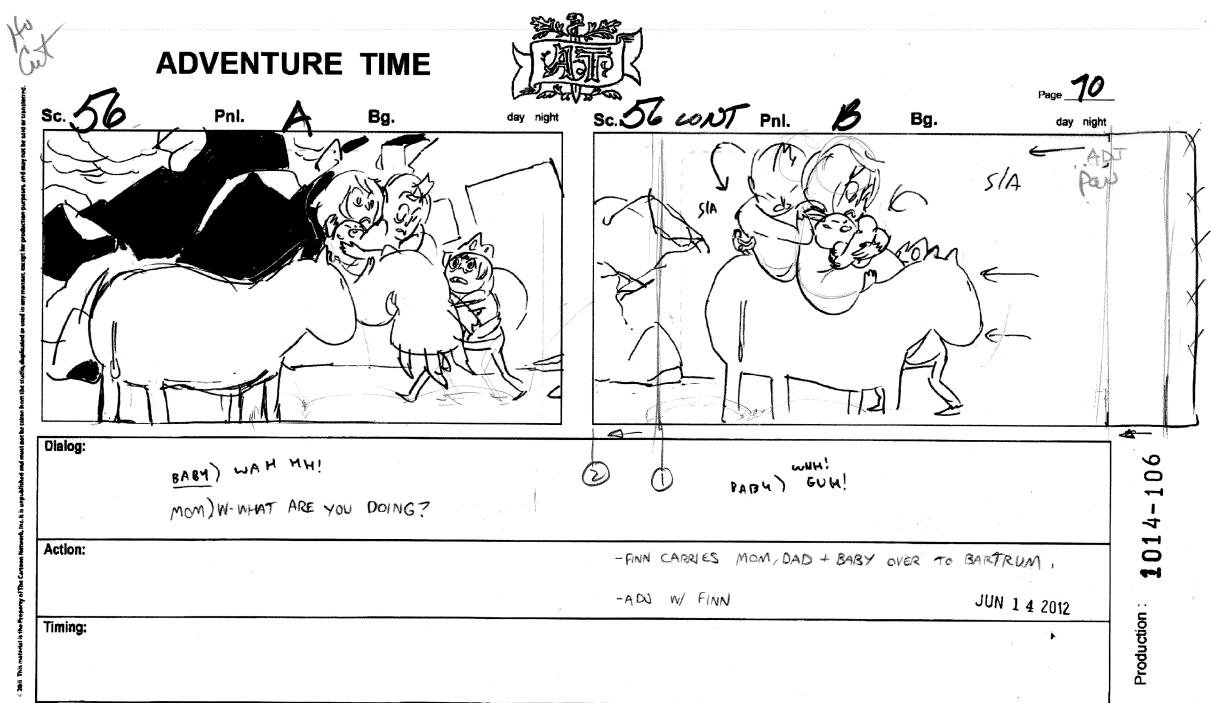


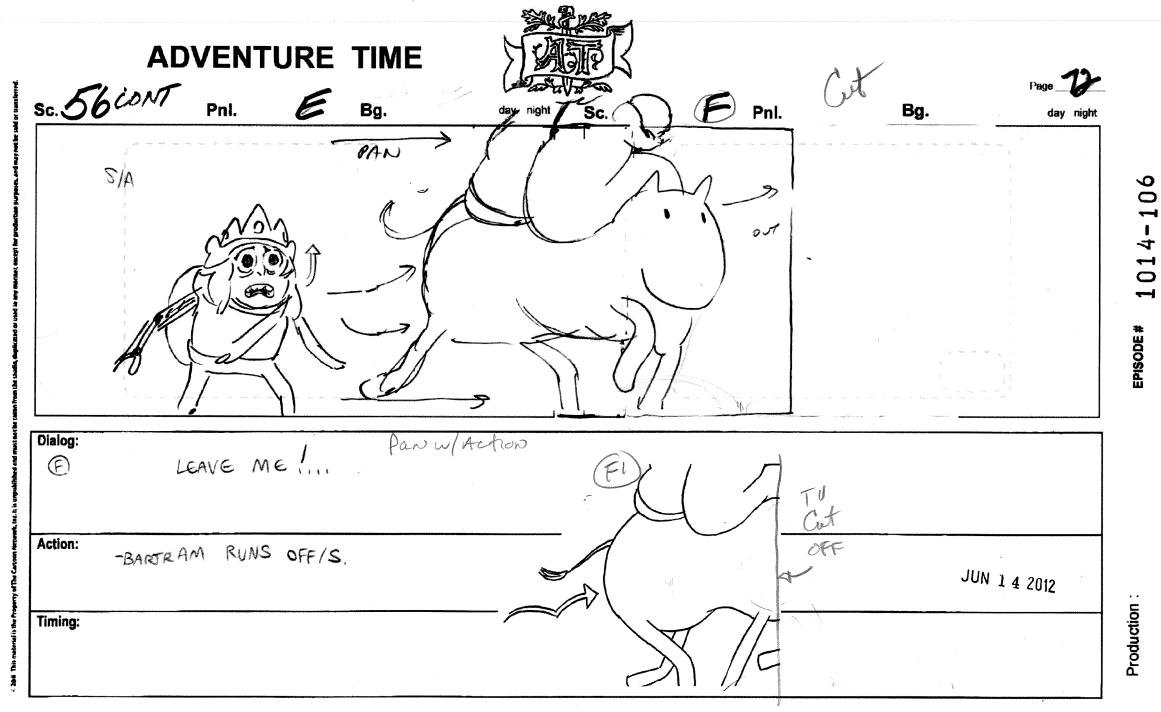
Production :

014-106

EPISODE#





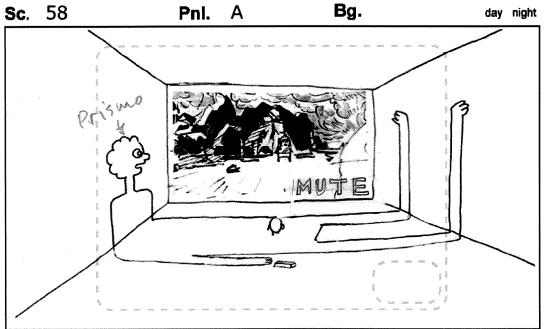




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1014-106

Sc. 57 Pnl. A Bg. day night



P: Looks like your friend's having a pretty rough time.

Action:

-Finn slouches

-Finn slouches

3

Production:

1014-106

EPISODE#

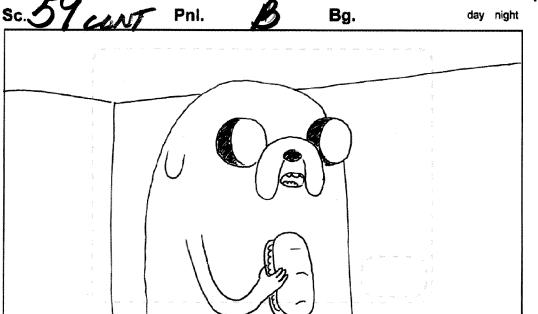
	ADVENTUR	E TIME	TABLE !	Page 74
Sc.	Pnl.	Bg.	day night Sc. 57	Pnl. Bg. day night
Dialog:				JAKE: [CHEWING] Hmm
Action:				_ JAKE CHEWS ON HIS SANDWHICH.
Timing:		• .		· .

Timing:

ADVENTURE TIME



Page <u>15</u>



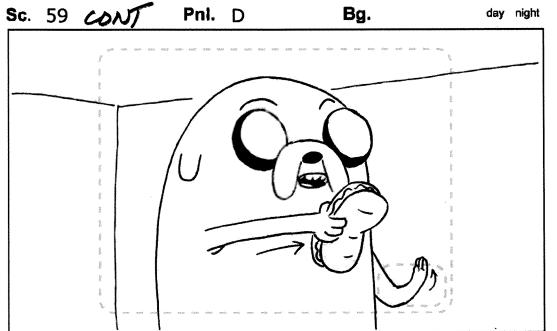
Sc. 59 Low Pnl. C Bg. day night

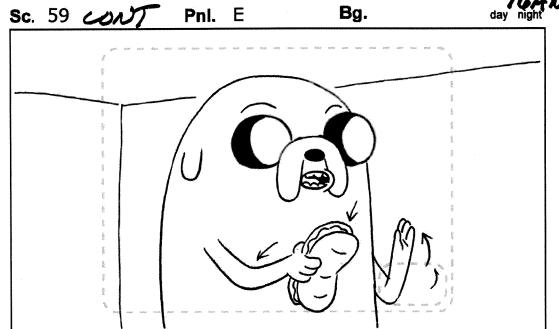
Dialog:	J: YEAH	J- BUT, WELL, IT'S
Action:		JUN 1 4 2012

Production

EPISODE#

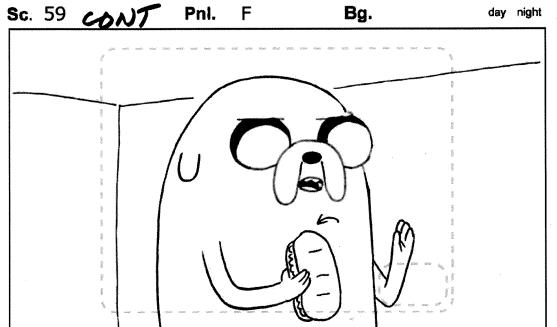


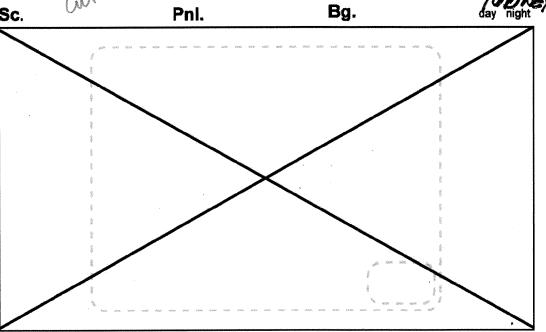




Dialog:	J: -Finn's wish	J: Let's-	
Action:	-Jake motions with sandwich		JUN 1 4 2012
Timing:			







Dialog:

J: - just see how it plays out.

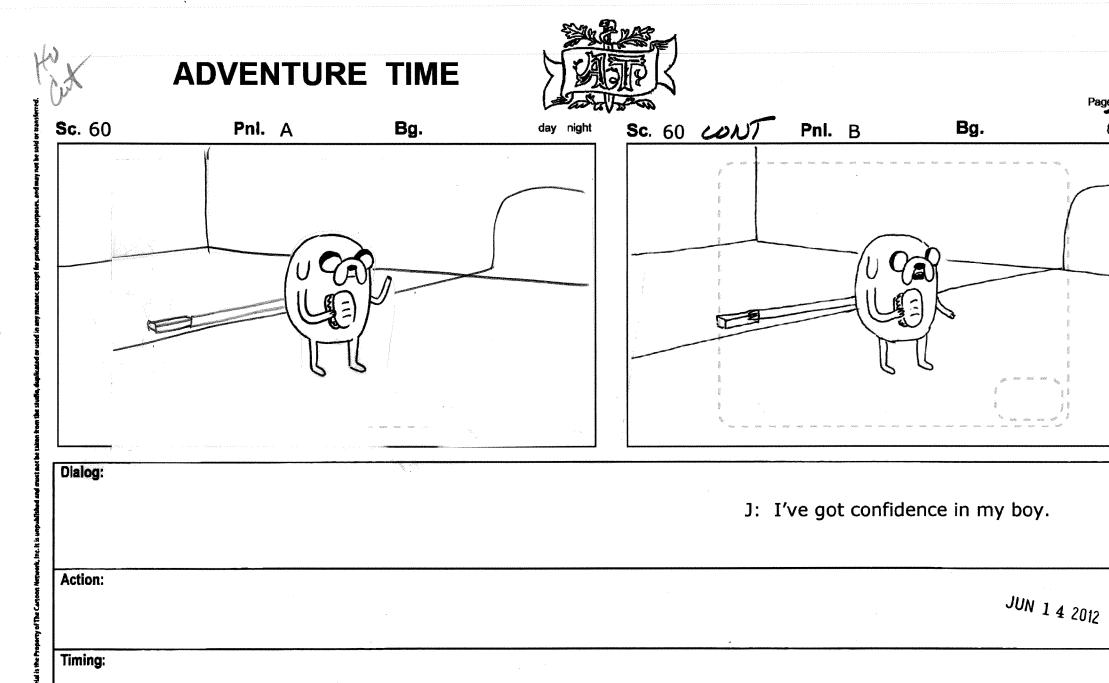
Action:

- Jake looks down at sandwich

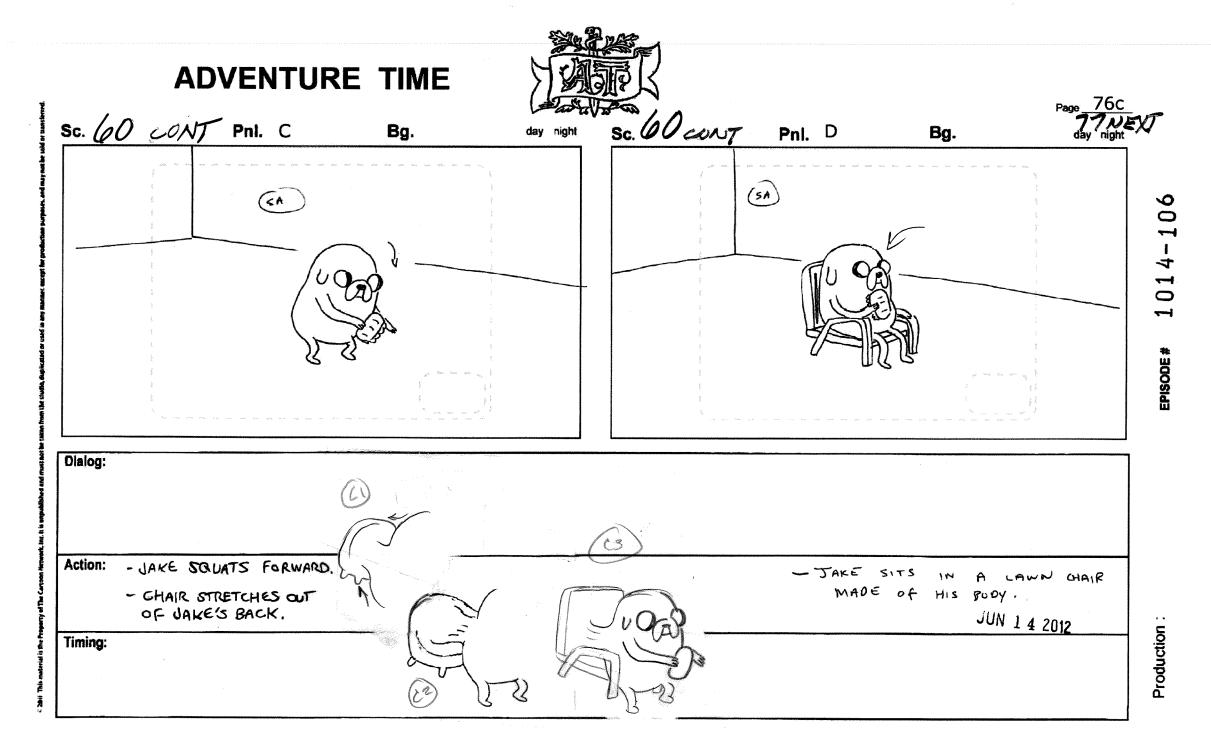
JUN 1 4 2012

Timing:

1014-106



1014/106





day night

Sc. 60 with Pnl. E Bg. day night

Dialog:

J- BESIDES, I'll HANG ONTO MY

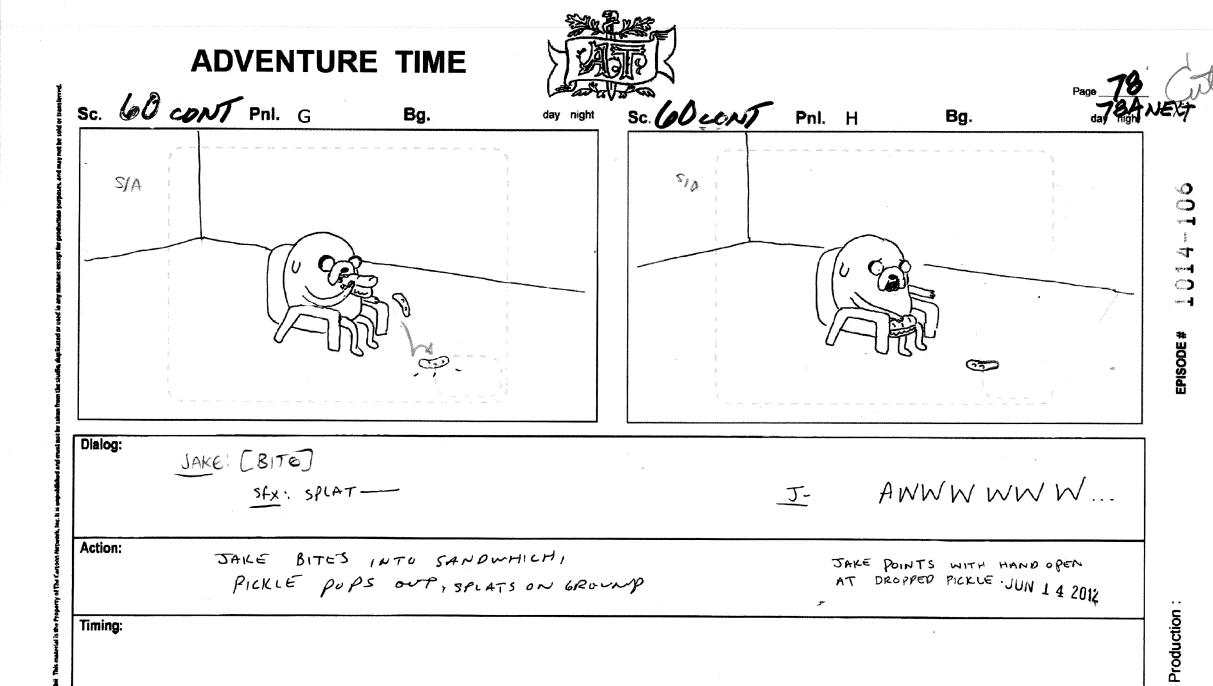
WISH IN CASE I NEED IT.

Action:

- JAKE RAISES SANDWICH TO MOUTH,

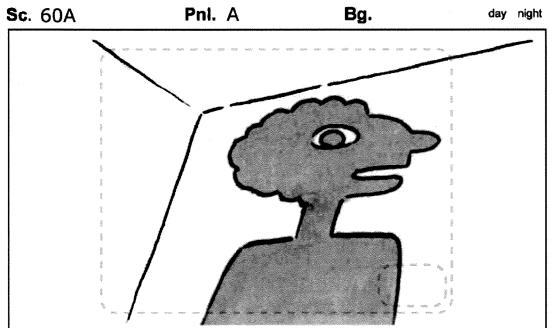
JUN 1 4 2012

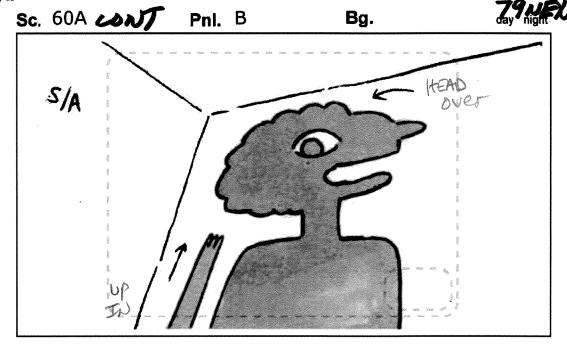
Timing:











Dialog:		
	P: Don't worry dude-	P: - I gotcha covered!
Action:		
		JUN 1 4 2012
liming:		

Production:

1014-106

EPISODE#

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	hid on trensferand.		

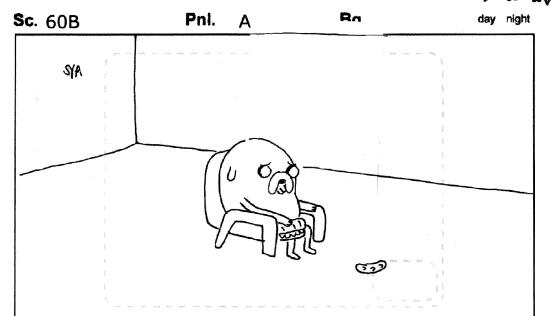
Olalog:

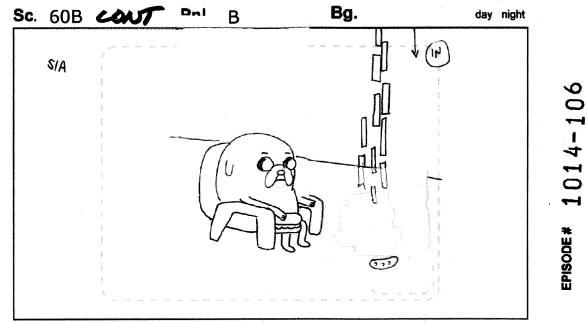
Action:

Timing:

ADVENTURE TIME







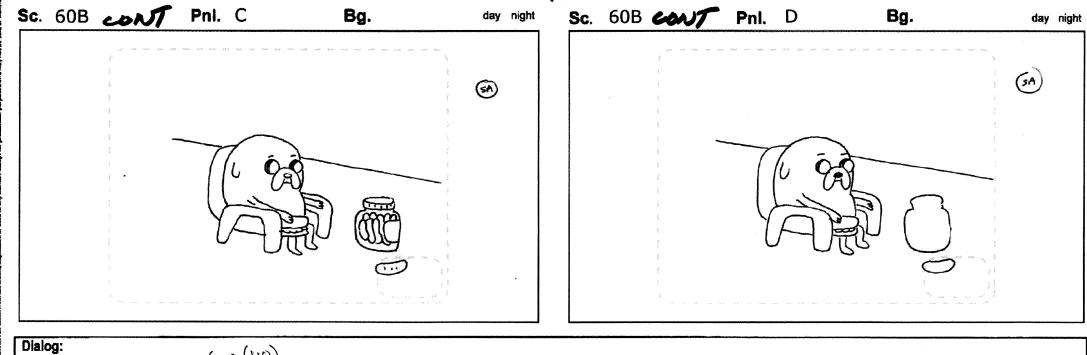
	5Fx - 222T.	JUN 1 4 2012	BEAM SHITAS FOSMING
	WISH MASTER PICKLE JAR	BEAMS DOWN A	Dissipate BEAN STO
-	JAKÉ LOOKS	up III	+ BUSAM STI
		THE STATE OF THE S	X Alambie

BEAM PASTICLES file op & Form

TAT STIMOURTIC then XIDIGS to DX GIASS PAT OF PICKLES 1014/106



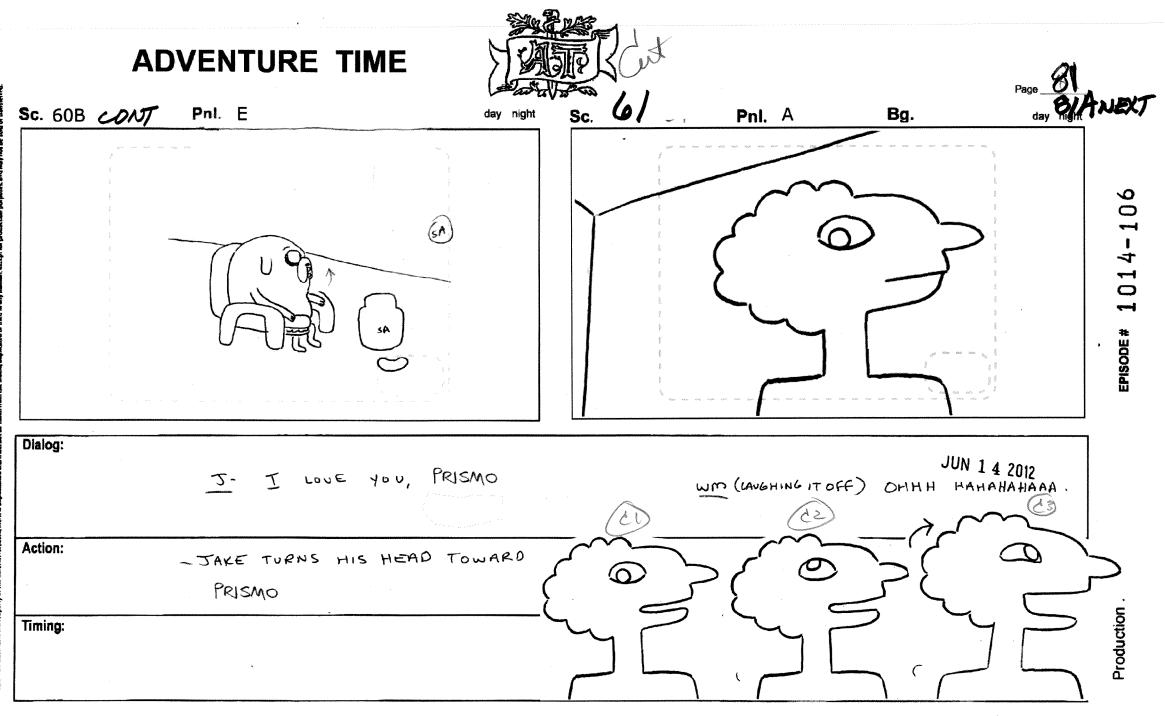




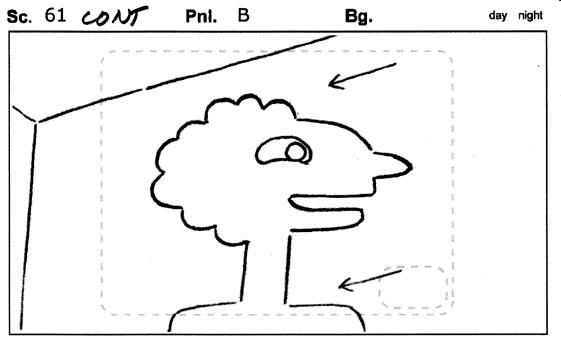
G	P: THEY'RE HOMEMADE	(BEAT)
Action:		
		JUN 1 4 2012
Timing:		

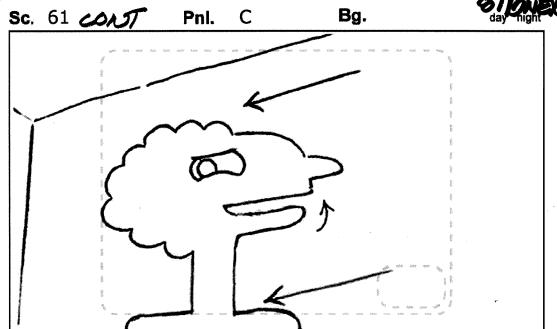
Production:

EPISODE #









Dialog:		
	P: Haha ha	
		•
Action:		JUN 1 4 2012
		-Prismo slowly drifts across wall
Timing:		

Timing:

EPISODE#

ADVENTURE TIME Sc. 61 CONT Pnl. D Bg. Bg. Pnl. Dialog: Action: JUN 1 4 2012

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sc. 62	ADVENTURE TIME Pnl.	day night	Sc. 62 CONT	Pnl.	Bg.	Page
			51A			
Dialog:	J- I'M SERIOUS MAN.			(A)	JUN 1	4 2012
Action: Timing:		A)		2 AKE	STEPS OUT OF MORPHS INTO T ACHES FOR THE	

1014-106

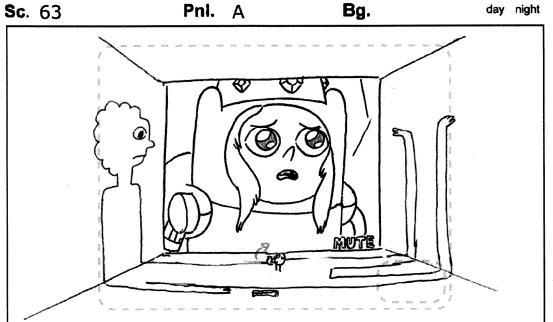
EPISODE #



ADVENTURE TIME



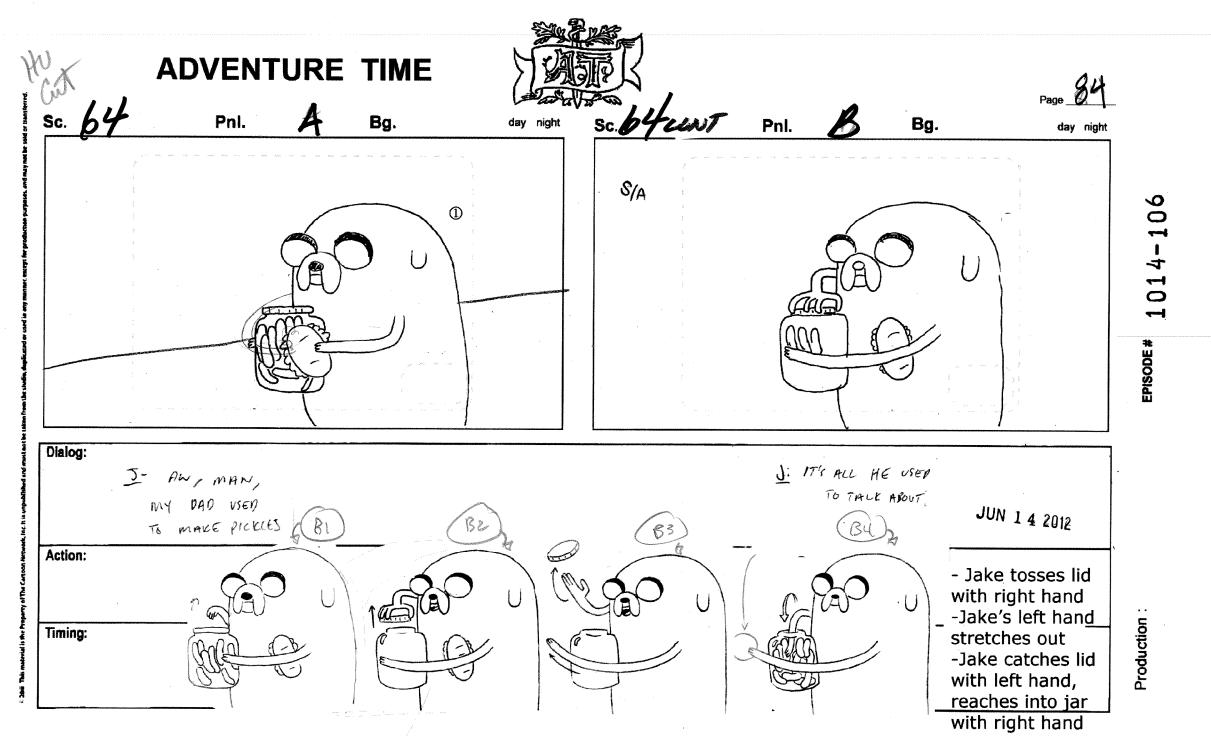
Page 83



Bg. Pnl.



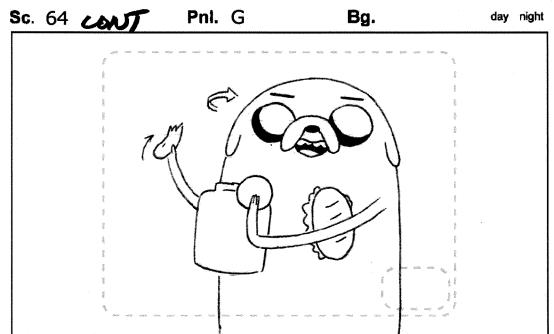
1014/106

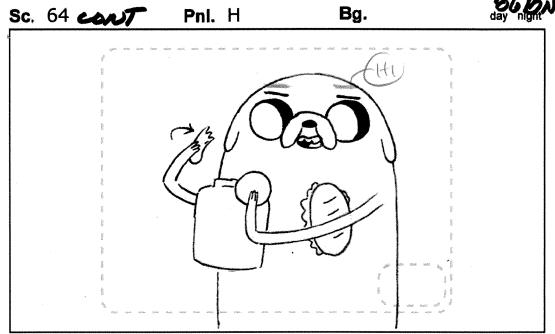


ADVENTURE TIME SIA 1014-106 EPISODE# Dialog: AND THEY'D BE He'd obsess over them all the time. PRETTY CRUNCHY WHEN I'D COME IN FROM PLAYING HE'D BE LIKE, "HERE, JAKE. TRY THESE." ACTUALLY ... BITE Action: : JAKE TAKES A PICKLE FROM JAR JUN 1 2012 - JAKE WAGS PICKLE Production: Timing:

SC. 64 CONT PNI. E Bg.	day night Sc. 64 cut Pnl. Bg. Page BGA day night	WEXT
S/A		EPISODE# 1014-106
Dialog: () You'D THINK THEY'D BE SOFT,	1 BUT THEY WEREN'T.	,
Action:	JUN 1 4 2012	
Timing:	·	Production :
		Ŗ

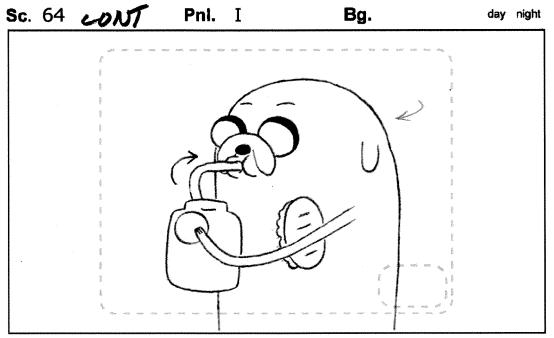


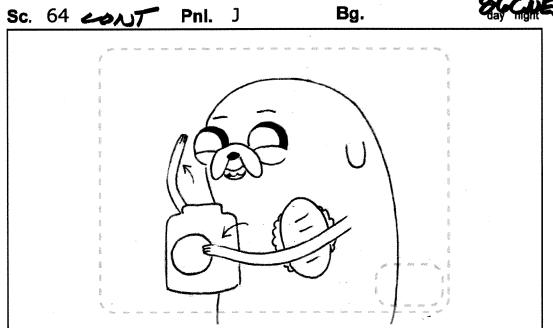




Dialog:			
	10 BE LIKE, "WOW, DAD,		J YOU MADE THESE PRETTY GOOD ,"
Action:			
		- · · · · · · · · · · · · · · · · · · ·	JUN 1 4 2012
Timing:			· · · · · · · · · · · · · · · · · · ·







Dialog:

J: Mmm

J: Hehe yeah
Action:

-Jake shoves the rest of the pickle into his mouth

JUN 1 4 2012

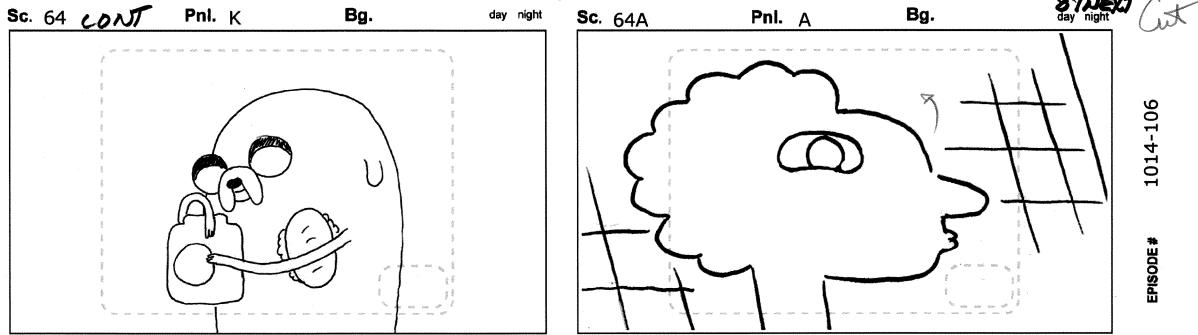
Timing:

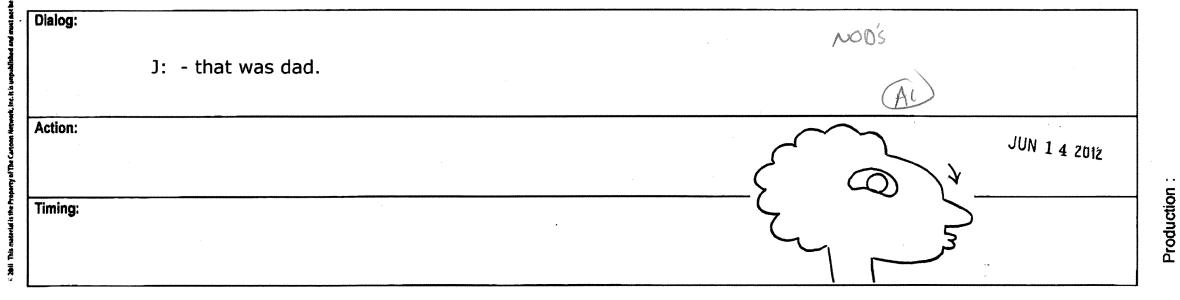
Production:

1014-106

EPISODE#











Pnl.



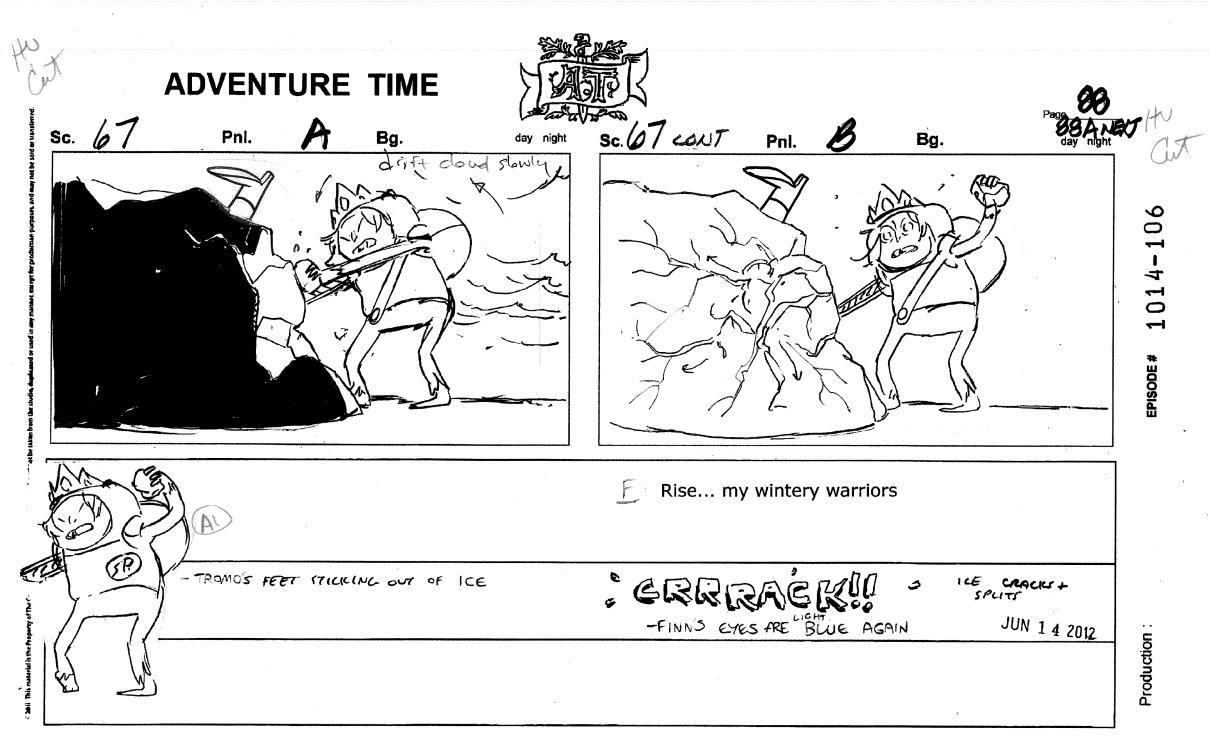
Pnl. Bg.

Dialog: ON Blackened ILE Action: GLACK! ". PULLS HAND AWAY ILE EN SED JUN 1 4 2012 FY HAND LOMB IN, HIS BLACKENED ILE Timing: SP

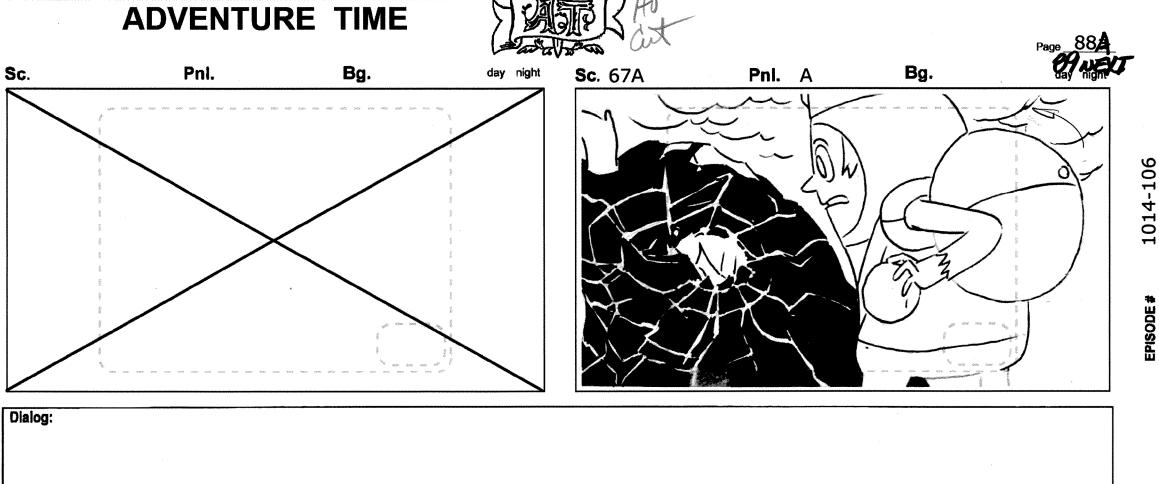
Production:

1014-106

EPISODE#







Action: JUN 1 4 2012

Timing:





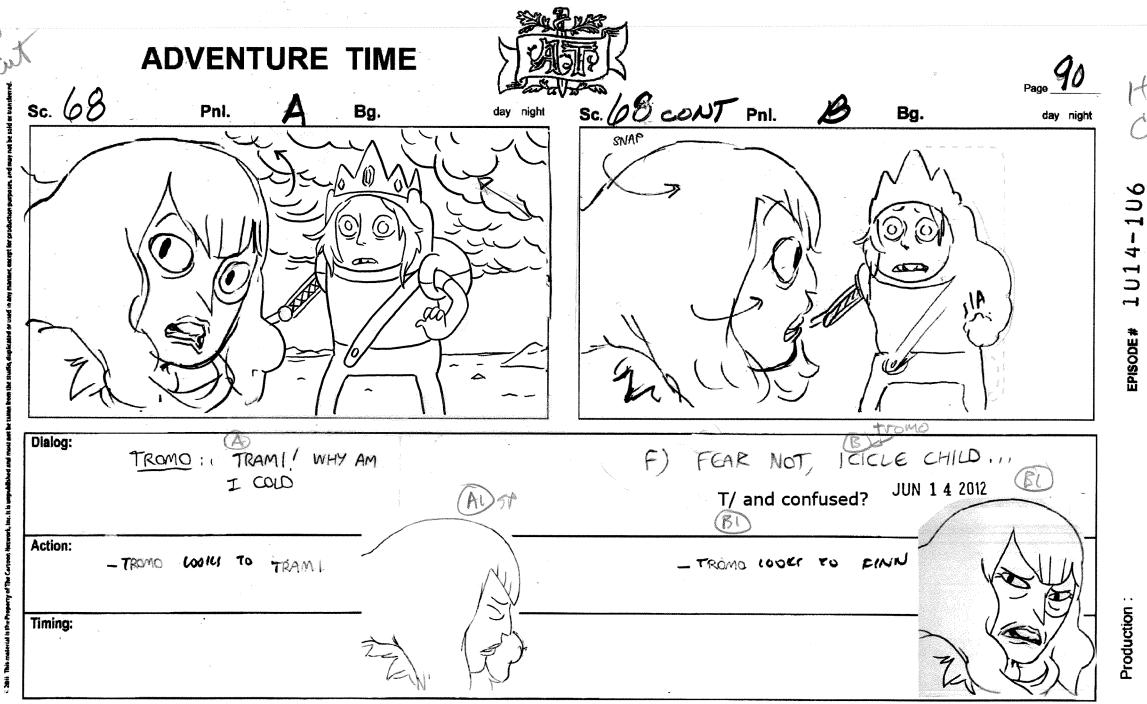


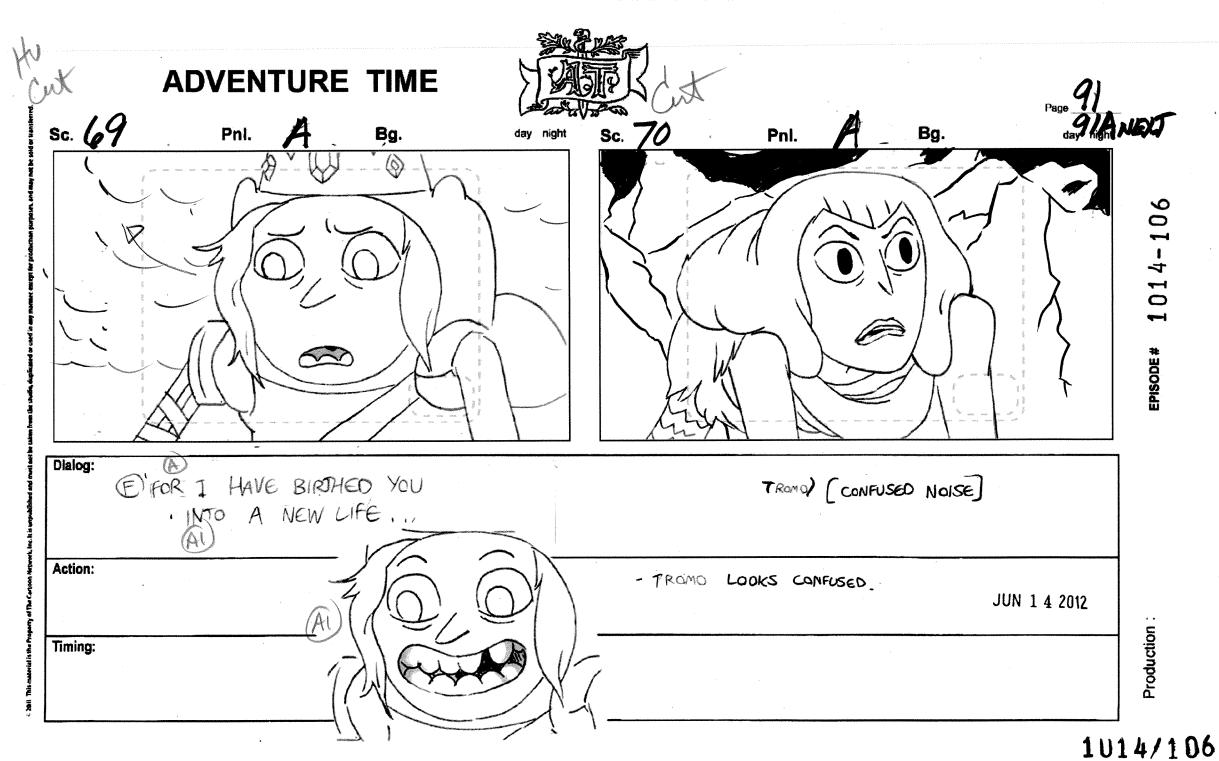
Production:

1014/106

1014-106

EPISODE #





1014-106

	ADVENTUR	E TIME			4	91A
Sc.	Pnl.	Bg.	day night	Sc. 70 CONT Pnl.	B Bg.	9) Day Hight
						THE CONTRACT OF THE CONTRACT O
Dialog:				TROMO) THE MERTENS	KID?
Action:				- TRAMO LOOKS CO	anfused.	UN 1 4 2012
Timing:					-	Production

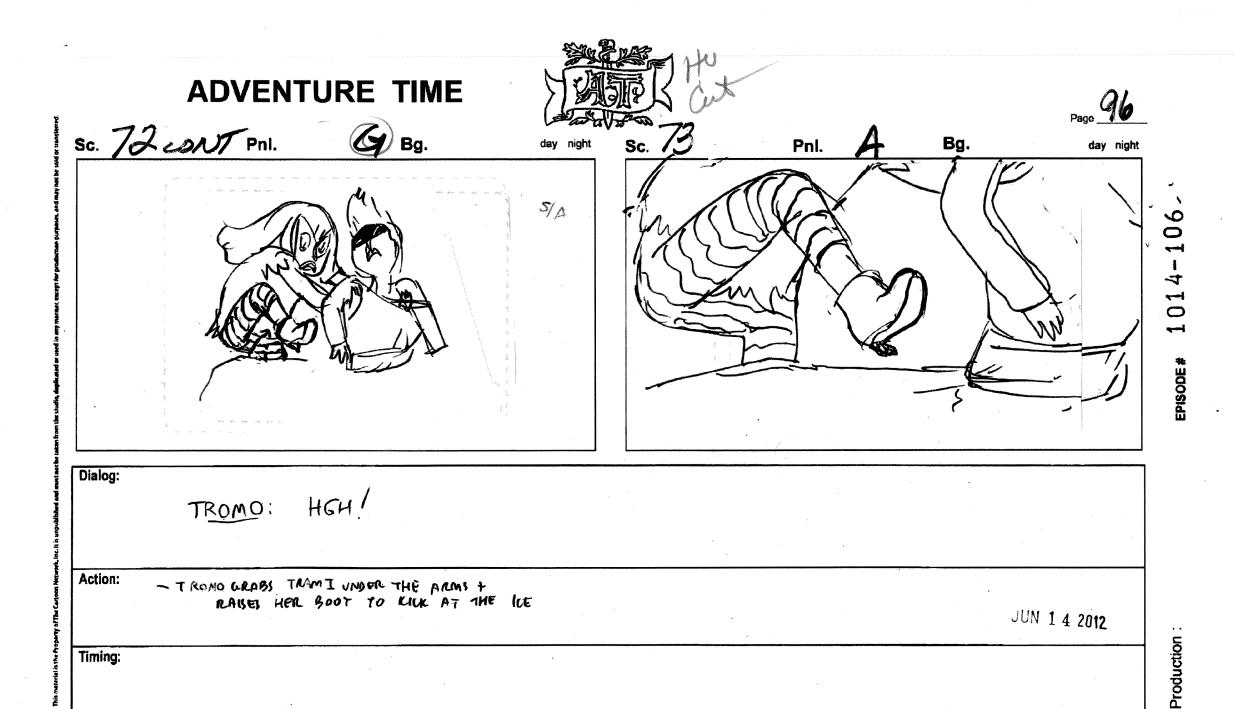
A sc. 7/	DVENTURE TIME Pnl. A Bg.	day night Sc.	7/cont Pnl.	₿ Bg.	Page 91	¥
						EPISODE# 1014-106
Dialog:			(E) AN	B'Arm REAch = W/Body Foll	low	BI) TU Cut off
Action:			-Finn dives on/s ar	nd braces against ice JUN	1 1 4 2012	•••
Timing:						Production :

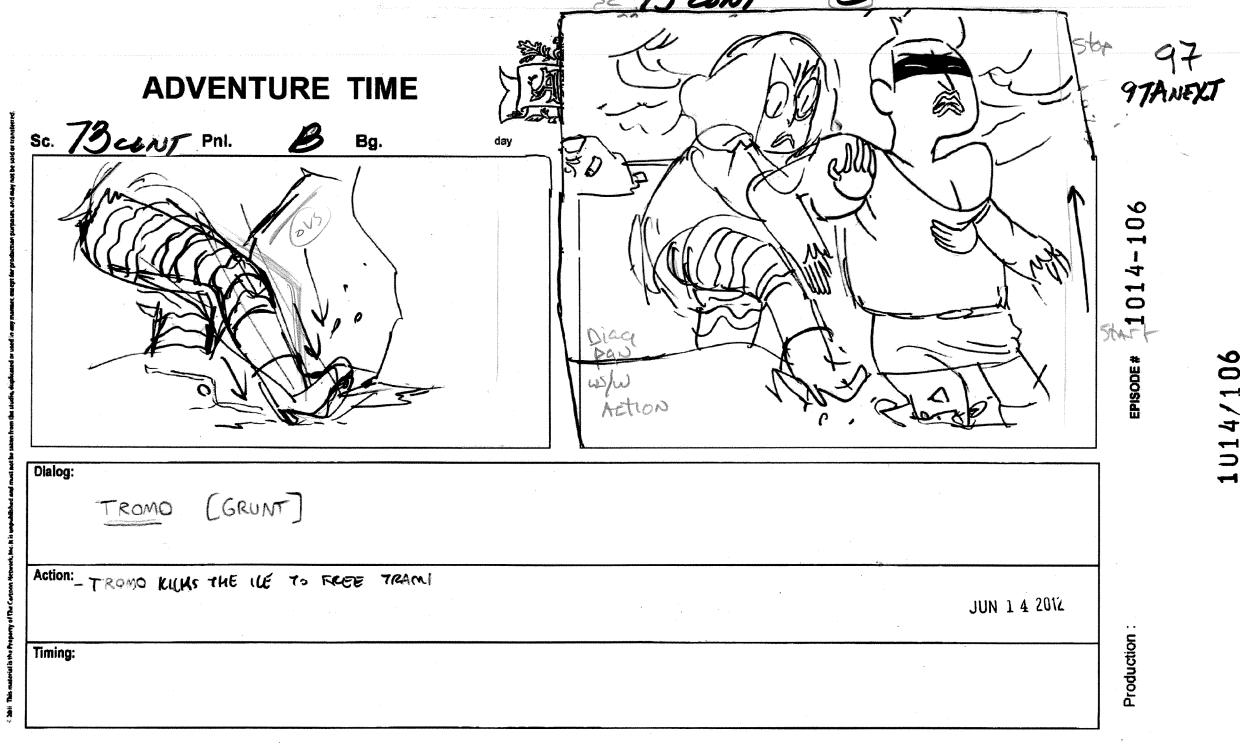
Se 7	2 cont D			-	
			PAN	Page Page Pay	
	SHOT				101711
*			PAN		EPISODE#
Dialog:	TRAMI HEY !	TRON	10: [RUNNING]		
Action:		- TI PAN	POMO. TURNS + RUNG FO OVER TO TRAMI AS	TROMO RUNS JUN 1 4 2012	ı
Timing:					Production

1014-106

EPISODE #

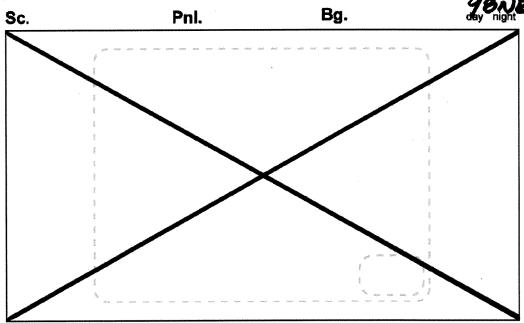
ADVENTURE TIME	Page 95
Sc. 72 CONT PNI. EBg.	day night Sc. 72 SVA Pnl. Bg. day night
Dialog: TRAMI: CRONK ME LOOSE,	TEE! TRONO: C'MON
Action:	- TROMORUM BEHIND TRAMI JUN 1 4 2012
Timing:	





ADVENTURE TIME Sc. 73 WAT POIL Bg.





Dialog:

YOU SEEN BIG TRAM!)

Destiny anywhere?

Action: TRAMO KICKS THE ILE TO FREE TRAMI

JUN 1 4 2012

Timing:

Production:

1014-106

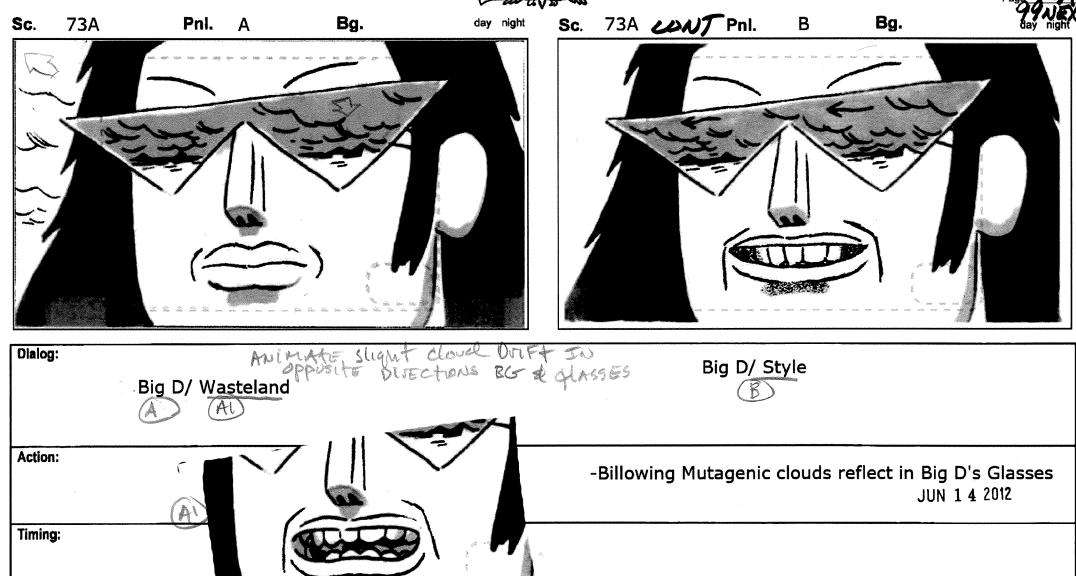
EPISODE #

	ADVENTURE TIME STANSON Bg. Bg.	ABANEXTON
	ADS Paul	EPISODE# 1014-106
Dialog:	BIG DESTINY; Big D's CHILLIN OVER HERE JUN 1	4 2012
Action:	- TRAMIA TROMO LOOK & SEE BIGD STUCK IN ICE BEHIND THEM	
Timing:		Production

EPISODE#

ADVENTURE TIME





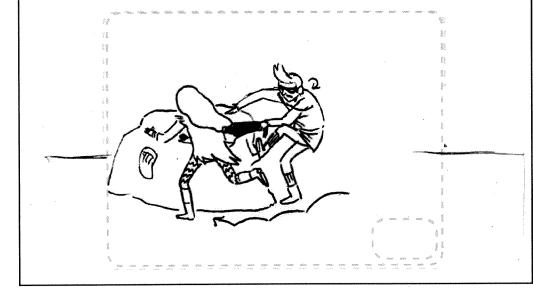
	ADVENTUR	RE TIME	TANK!		Page	4 9
Sc.	Pnl.	Bg.	day night Sc. 74	Pnl. A	Bg. day	night
		ANT SIND 1933 JOHN SHAS LIN, WAS THE JOSE JAN AND THE TOTAL STATE STATE THE TOTAL STATE STATE THE TOTA	the char		Elight Drift clouds	14-106
					13) STED	EPISODE# 101
Dialog:			TRAMI	: [RUNNING] BOSS	/	
					JUN 1 4 2012	•
Action:	and a second control of the second control of the second control of the second control of the second control of		(A)	-TRAMI RUNS	NTO SHOT TIME	-
		·			AD TO	× /
Timing:						Production
					1(014/10

EPISODE#

ADVENTURE TIME



Sc. 74 CONT Pnl. Bg. day night Sc. 74 CONT Pnl. C Bg.



Dialog:

(a) COME BACK.

BIG D: OW. OW. OW.

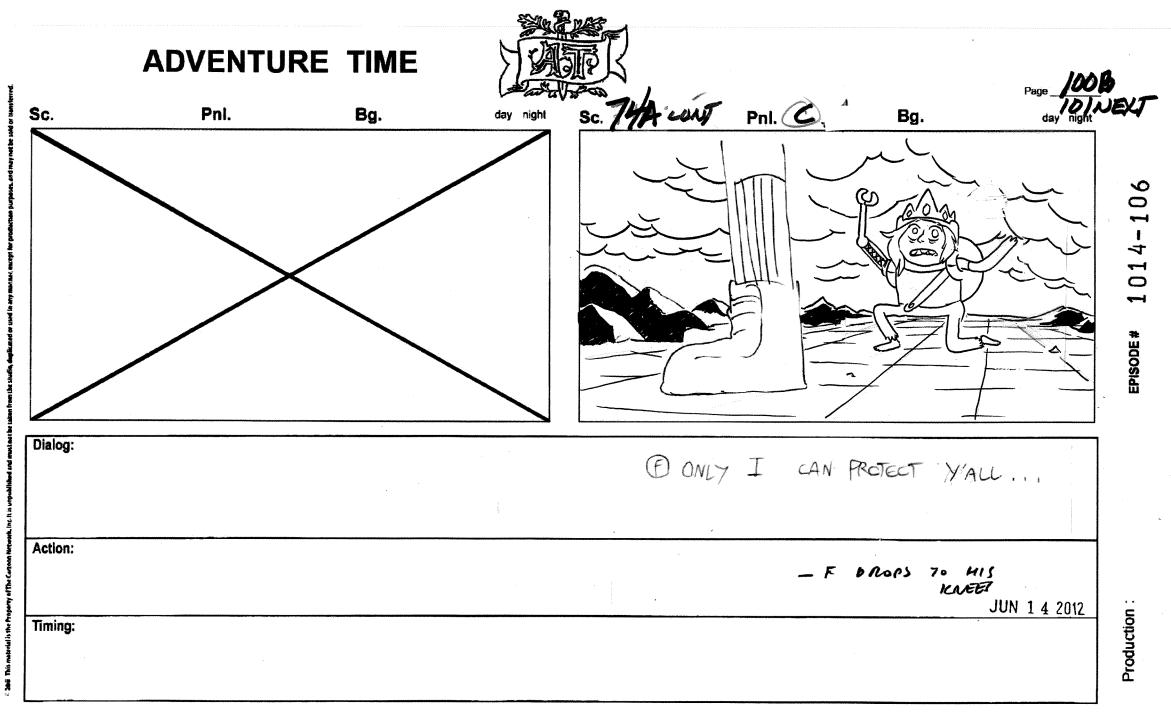
Action:

- TROME RUNS ONS TOWARDS TRAM!

- TRAM! PULLS ON BIG D'S HAIR.

Timing:

1014/106



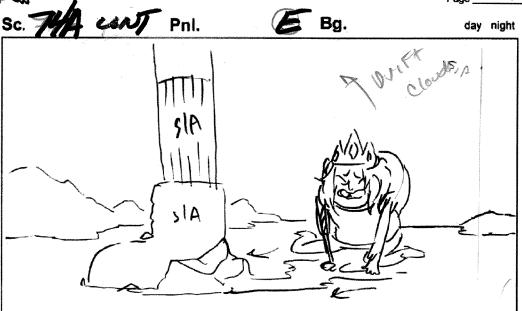
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4124	
MO S	5 /3 /

ADVENTURE TIME



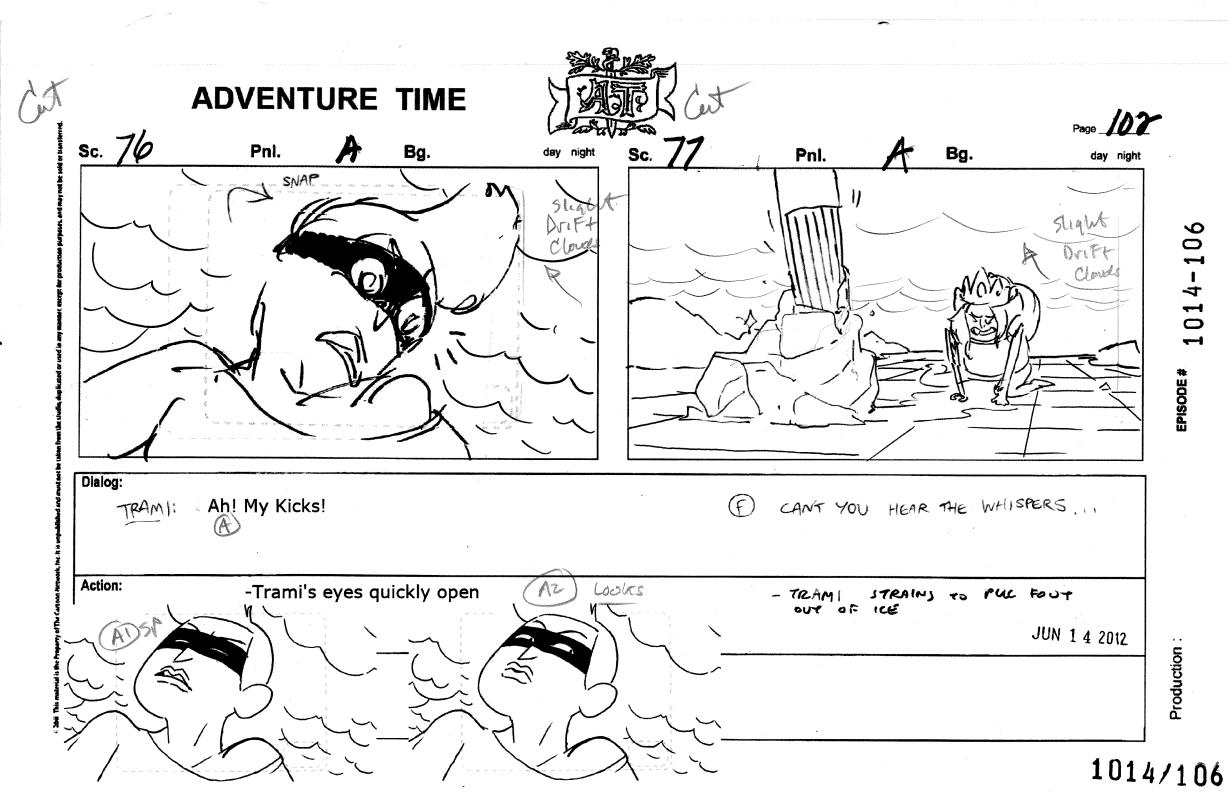


Dialog:	ICE Grows	From	FINS Hands	F) STAY	Root
Action:					

ove from his hands TOWARD TRAMITS BOUT.

JUN 1 4 2012

Timing:



Al c. 78 con		URE TII		day night	Sc. 7	8 con	Pnl.	E	Bg.	Page JOH	· parameters
SIA		a esta consideramenta de la companya	R Osi	95 FH	SyA	7				louds On Ft	
			[p]	•							
alog:					BIG	ESTINY		NUGHT YO	U WELL,		
tion: -TROMO	+ TRMI RU	IN OFFIS	3		# # # # # # # # # # # # # # # # # # #	-F ŒAO		+ STANDS 4			
ning:									-		





78A CONT B

Page /15

Sc. 78 Pnl. A Bg. day night

Stop Start

Start

Action:

- F WALKS ON/S
- BIG DESTINY NOTICES FINN

Timing:



THE VOICES ... THEY TELL MG TO FREEZE THE WORLD ...

-F CLIMBS ON 70 P OF 1/2 FROZEN
BIG DETTINY

JUN 1 4 2012

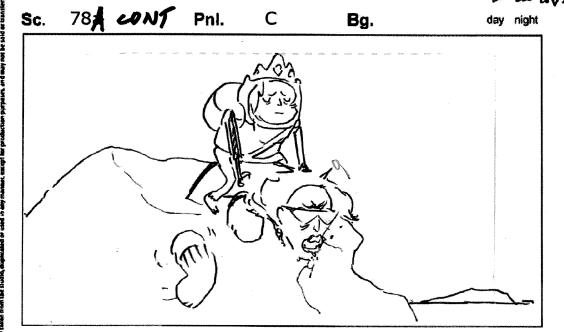
Production:

1014-106

EPISODE#



Sc. 78 CONT Pnl. D Bg. day night 901-7101



Olalog:

BIG D) GET OFFA ME , Weirdo!

E) I AM THE END AND THE BEGINNING ,,

MC O) RRACCH!!! -=

— BIL O STRUGUES 16 GET FAGE BUT 'S HOPELESSIM TRAPPED

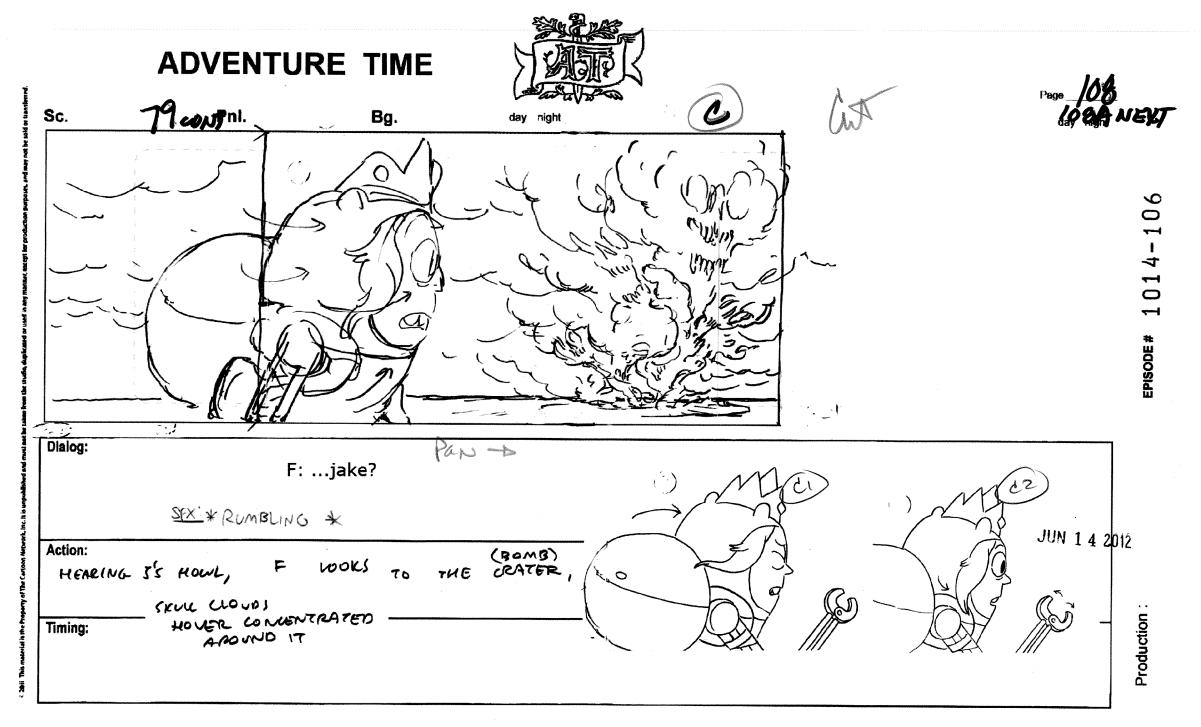
JUN 1 4 2012

Timing:

Action:

Production

EPISODE#

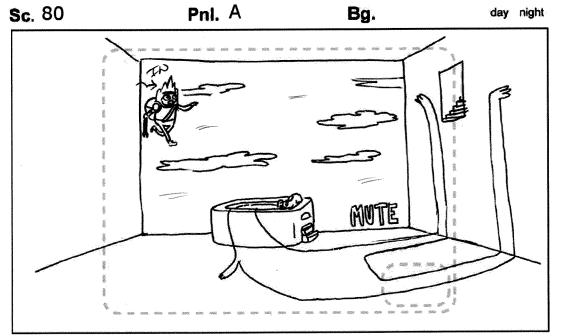


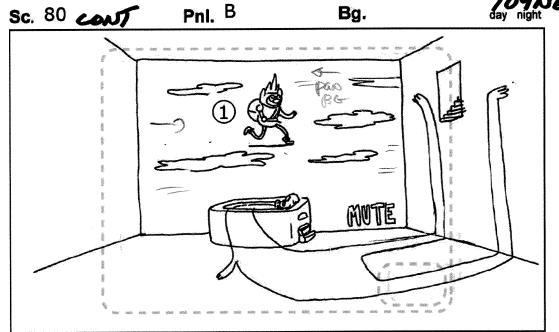


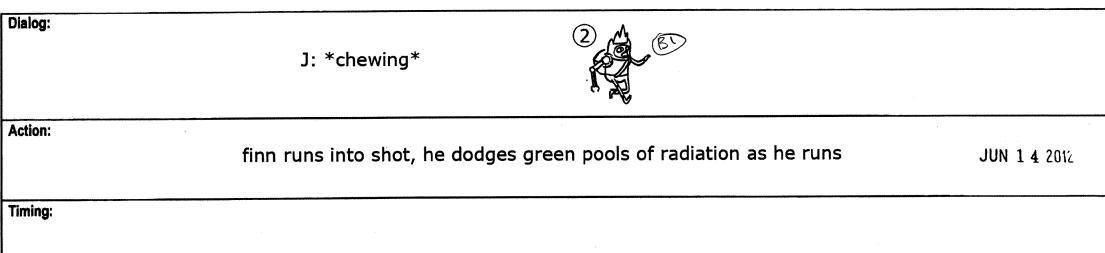


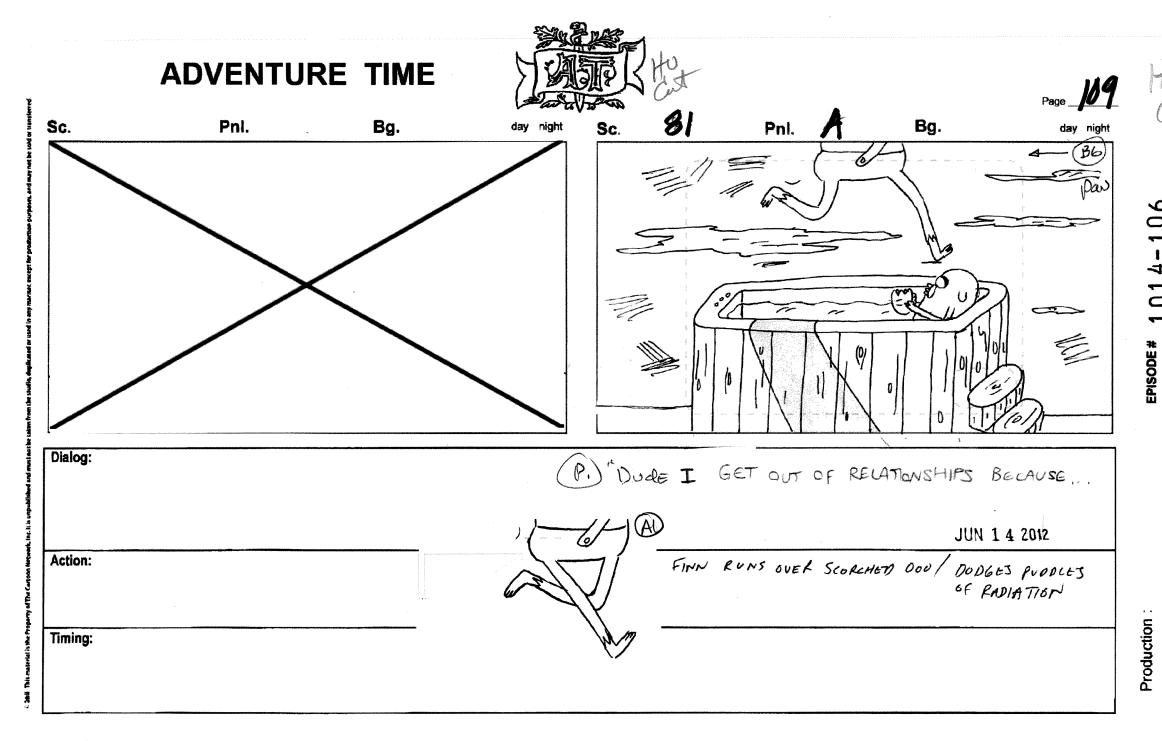
1014-106

Production:











Bg.

81 Pnl.



82 WENT Pol. Bg.

Dialog:

DON'T WANT TO HAVE ...

WM: A DISCUSSION ABOUT WHAT WERE

GOING TO HAVE FOR DINNER EVERY NIGHT.

Action:

(DOWN SHOT INTO SPA)

- JAKE IS KICKING HIS FEET IN THE SPA (SUMLY)



JUN 1 4 2012

Timing:

Production

O

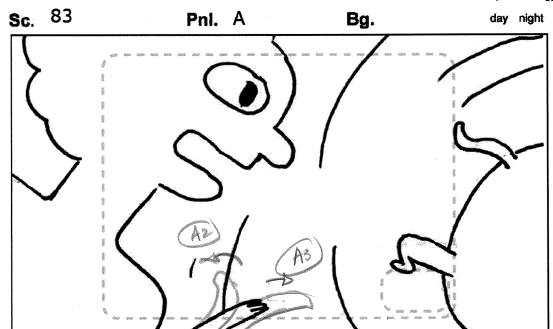
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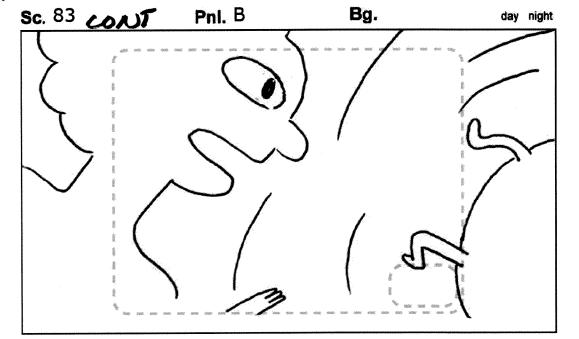
EPISODE# 1014-106

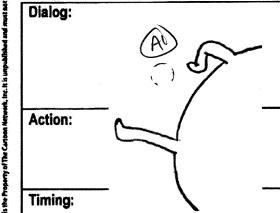
ADVENTURE TIME



Page 111







P: cause when I'm alone
I can just sit on the couch till
i'm hungry

jake kicks his feet in the water

P: ..and eat whenever I want

JUN 1 4 2012

Production:

Production:

1014-106

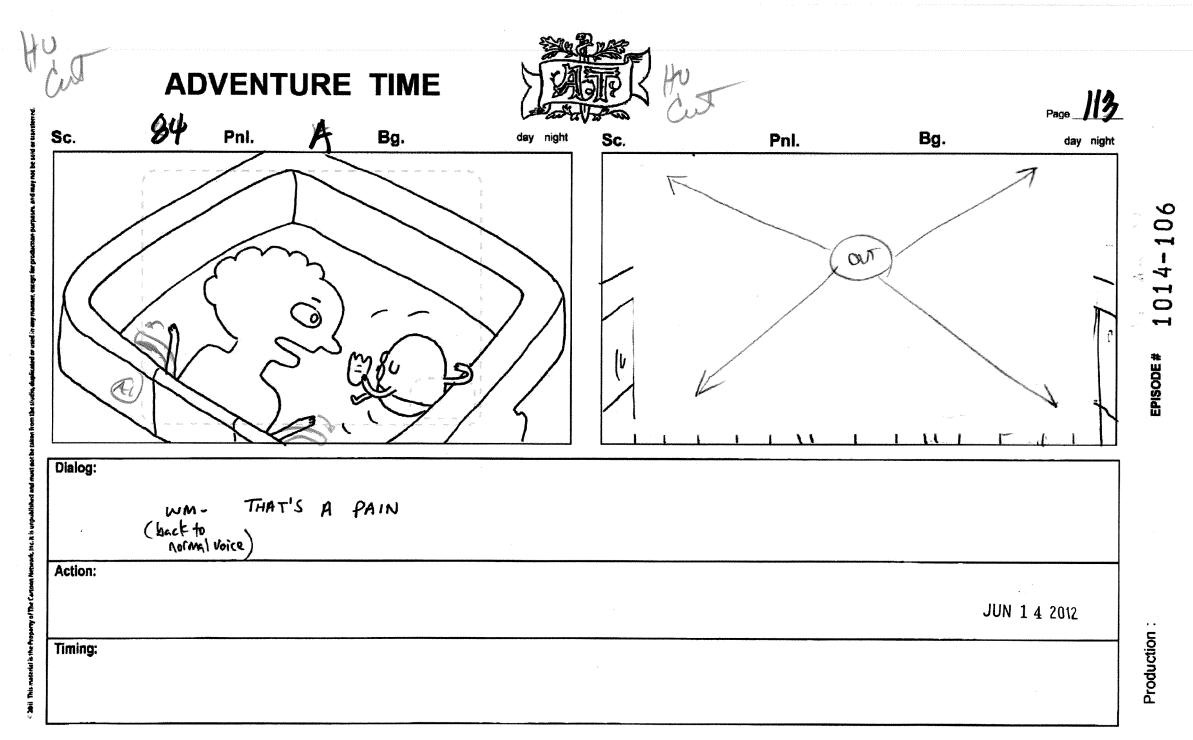
ADVENTURE TIME



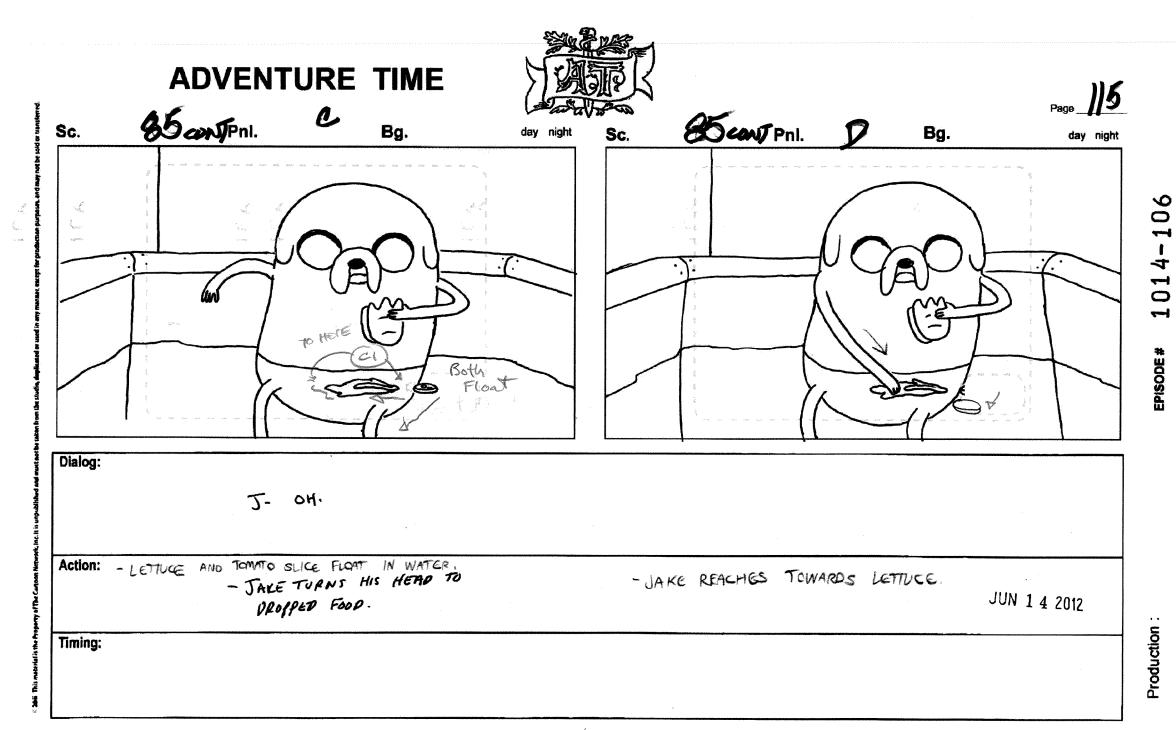
Sc. 83 ONT Pnl. C Bg. day night

Sc. 83 ONT Pnl. D Bg. day night

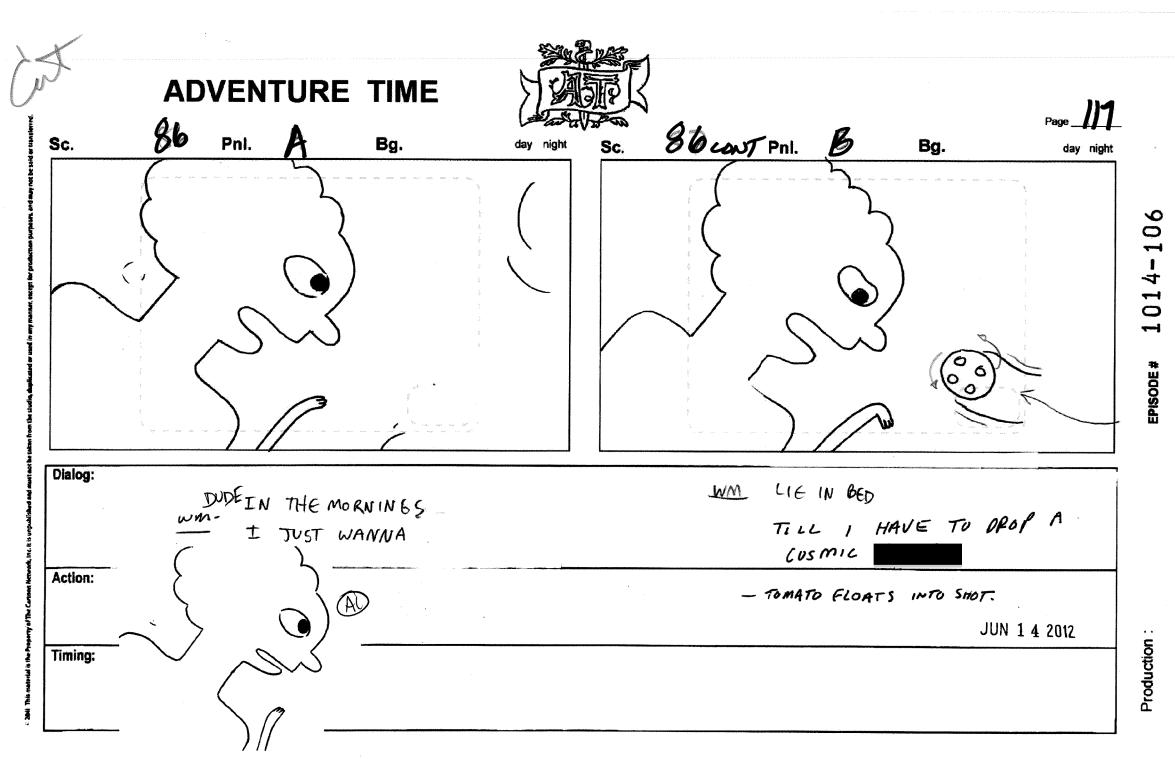
P: it's not like	P: (lady voice) what should we eat for breakfast? we need to coordinate
	JUN 1 4 2012
	P: it's not like



	ADVENTURE TIME	YAMER		Page
Sc.	Pnl. A Bg.	day night Sc. 85 CONT	Pnl. B Bg.	Pageday night
N	Pan		ting light and signs was not some sign and can some some stay bear after some some sole to	
7				
		(SA)		; ; ; ;
Dialog:			e e e e e e e e e e e e e e e e e e e	
	J- MHM.			
Action:	- JAKE CHEWING	- SANOWICH F	FLUING FALLS OUT.	
			JUN	1 4 2012
Timing:				



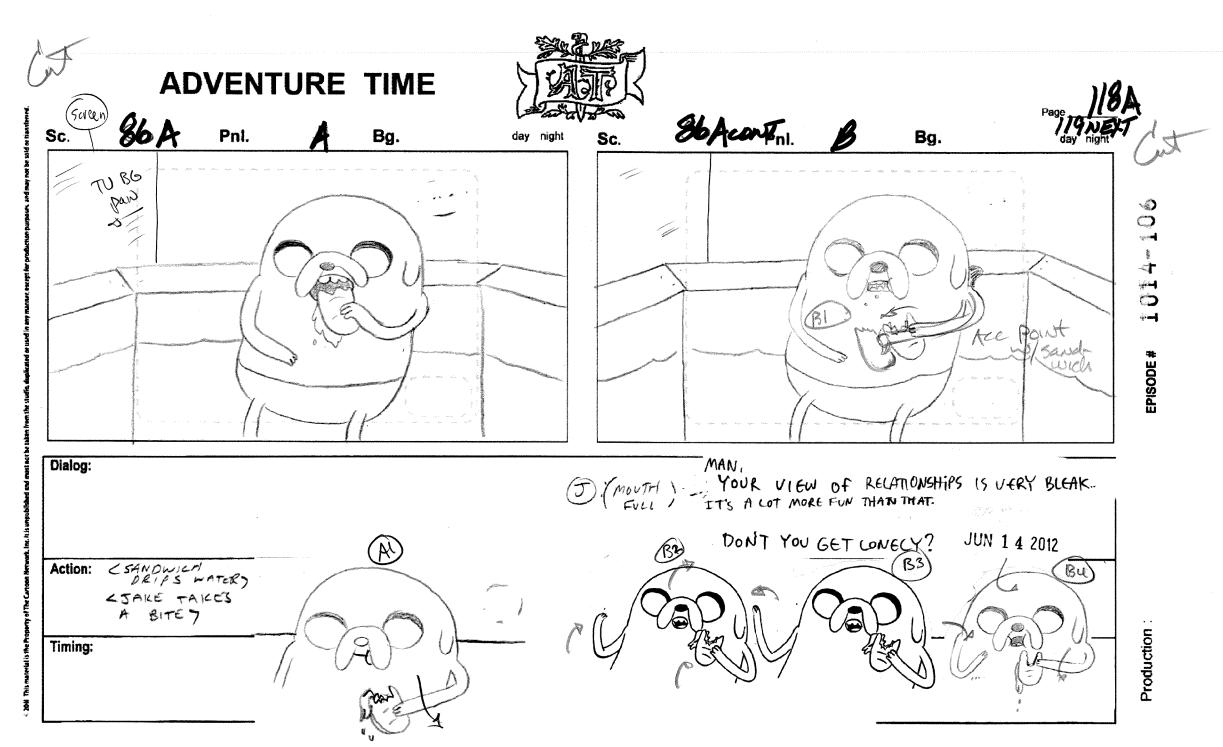
Sc.	ADVENTURE TIME 多多四年。	day night Sc.	85 cantoni. P Bg.	Page)} 6 day night
Dialog:				
	ED ED			JUN 1 4 2012
Action:	- PUTS LETTUCE BACK IN	SANOWHICH,	- LETTUCE DRIP - JAKE PETURNS LOOKING AT W	BACK TO BACK TO VISH MASTER.
Timing:				

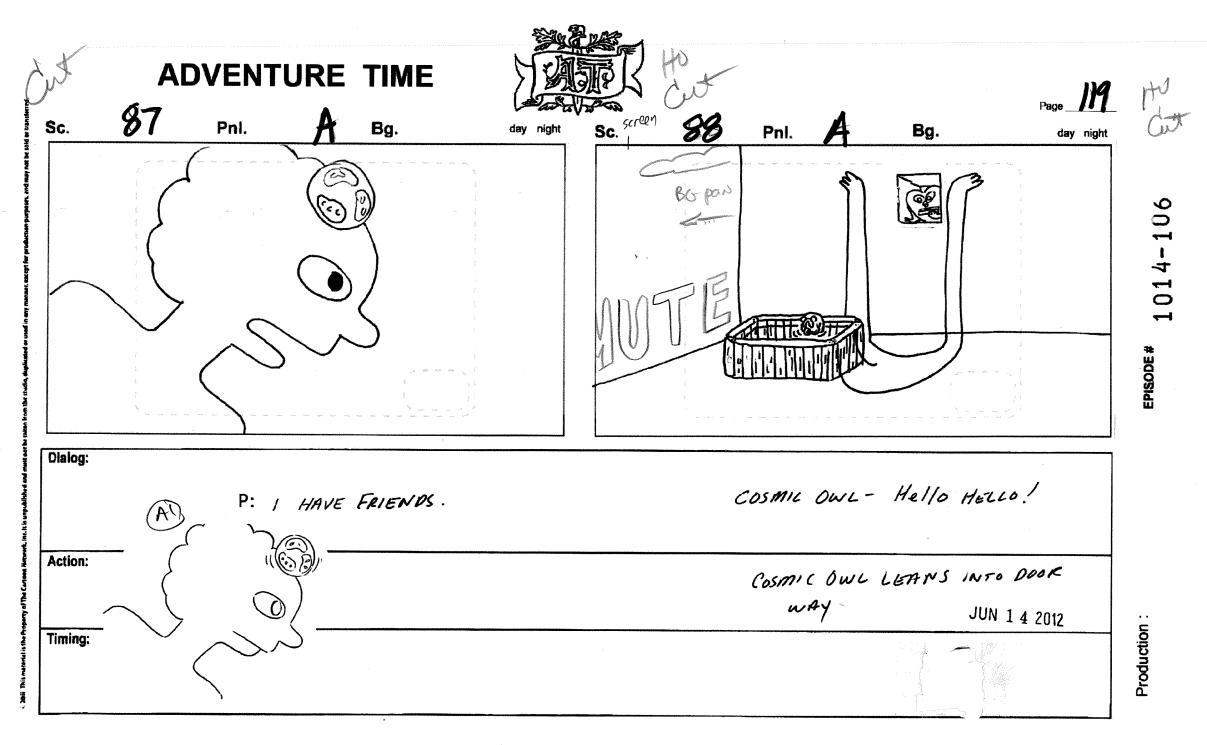


1014-106

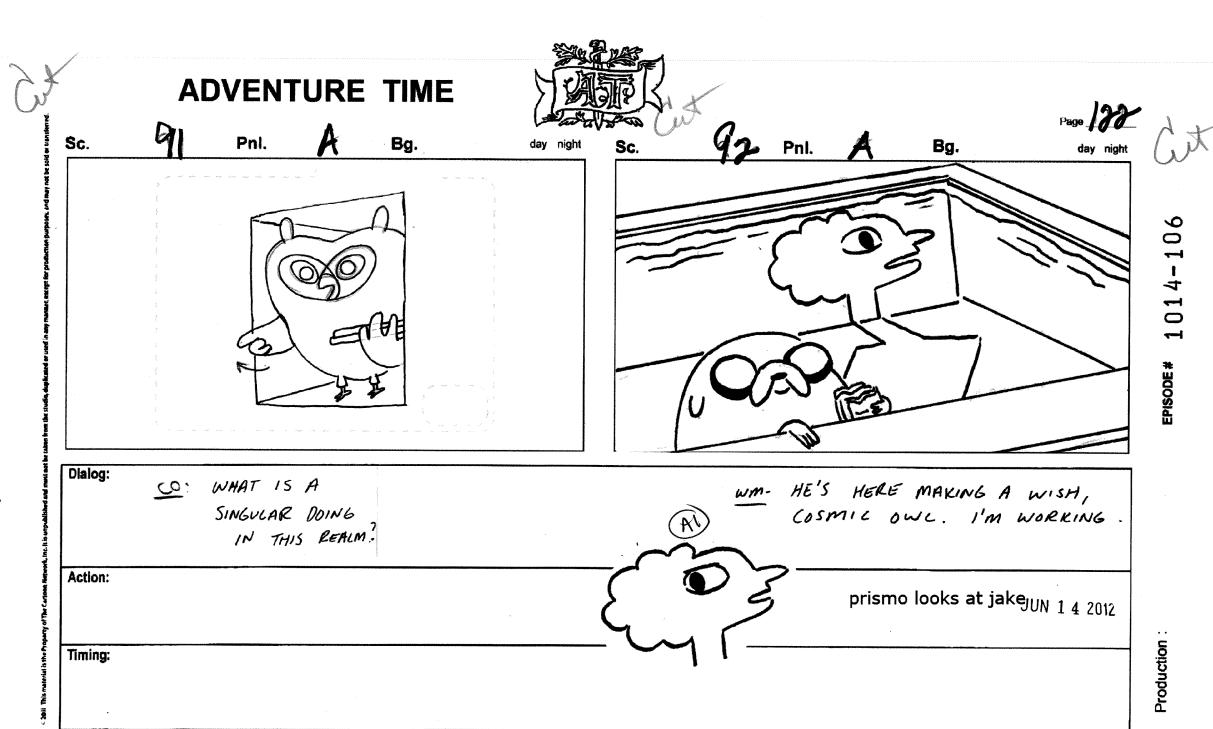
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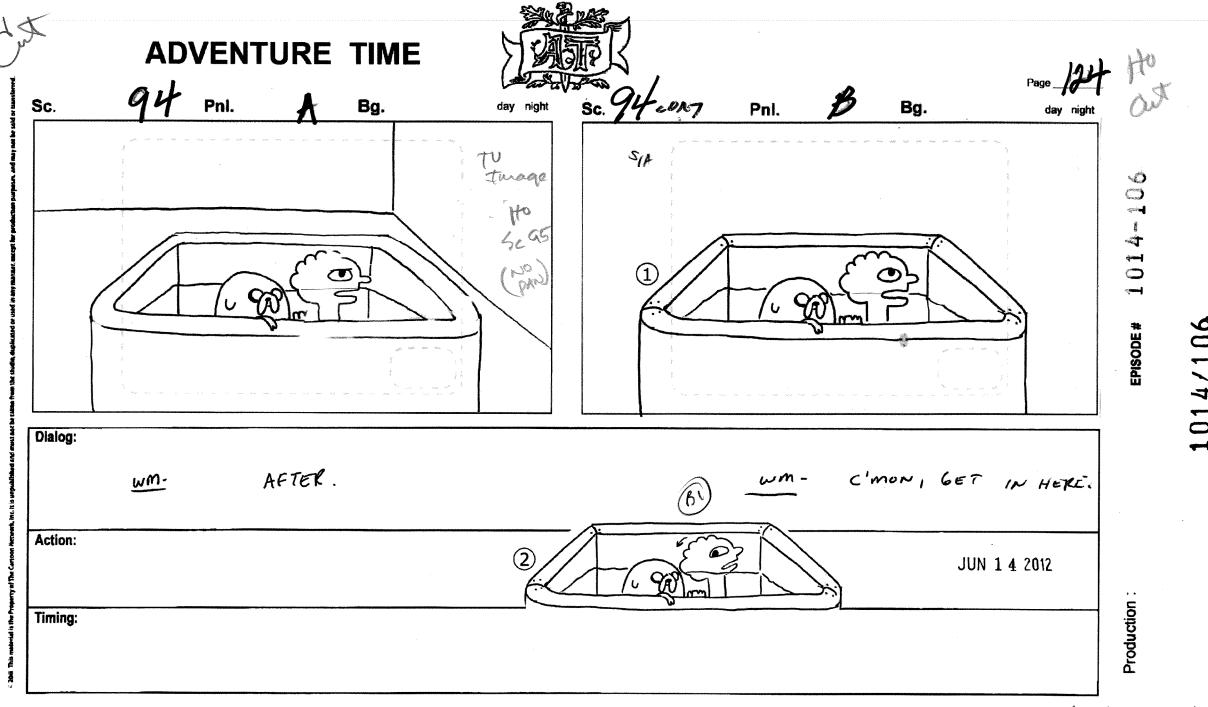
,	ADVENTURE					Page 18
SC.	Pnl. C	Bg.	day night Sc.	Scentification D	Bg. S	day night
Dialog:	wm: then I roll out a	f bed		wm- IT'S AWES	ome, IT's THE B	EST.
Action:					JUN 1 4	1 2012
Timing:						Production





ADVENTURE TIME Sc. 90 Pnl. A Bg. Green day night Sc.	Page 121 Page 131 day night	Ċ
Pan TU BG	57/A	EPISODE# 1014-186
Dialog:	Sfx: (SPLASH)	
Action: - JAKE FLIPS AROUND WISHMASTER POPS UP OUT OF JACUZZI	JUN 1 4 2012	
Timing:		Production

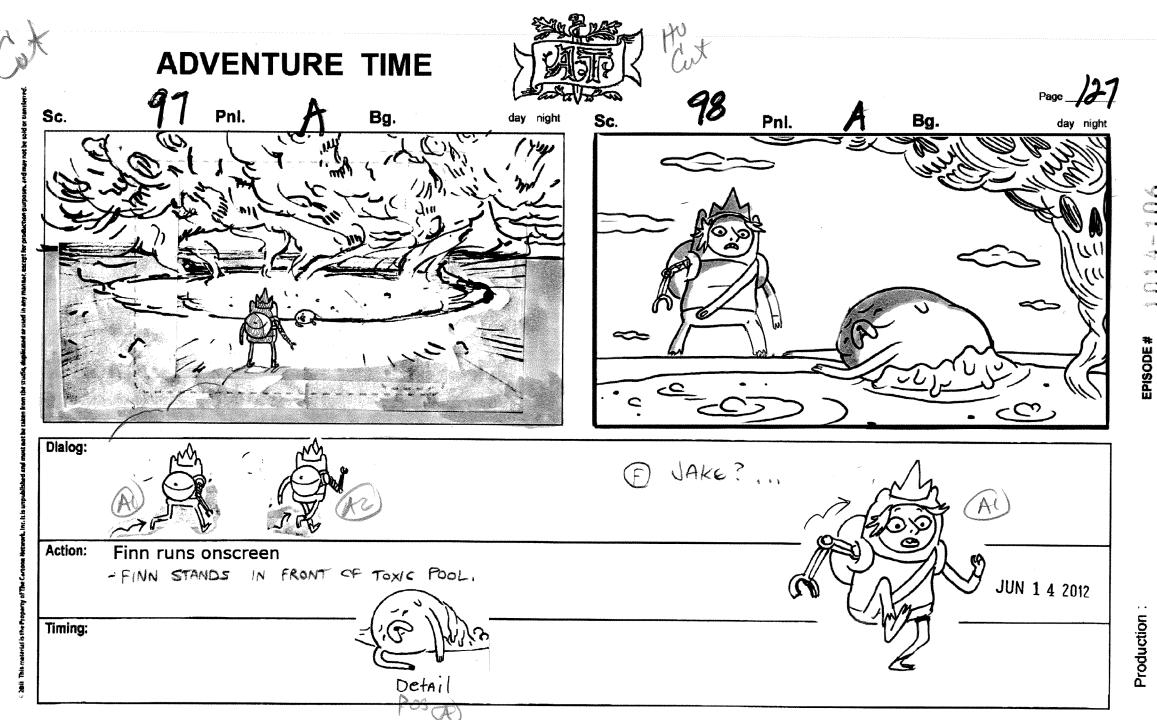




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EPISODE #

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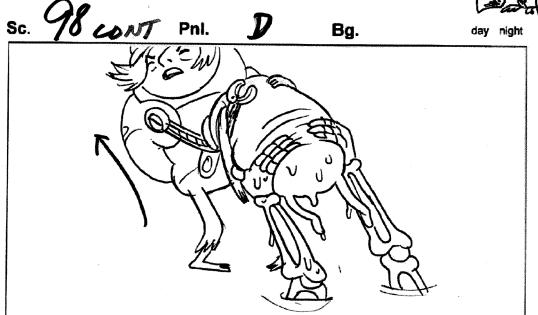
1014-106

EPISODE#

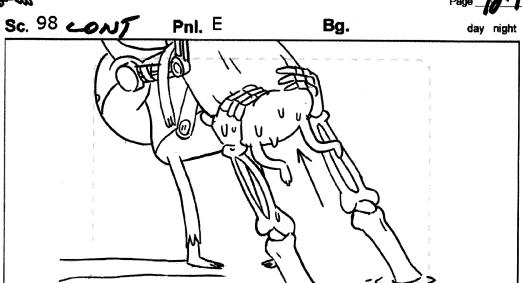
ADVENTUDE TIME		
ADVENTURE TIME		Page 128
Sc. 98 CONT Pol. B Bg.	day night Sc. 18 CONT Pnl. Bg.	day night
		S/A
Dialog: ►) JAKE!!!		
Action: - FINN RUSHES TO JAKE'S SIDE.	-FINN CLASPS JAKE TIGHT JUN	1 4 2012
Timing:		







- SKELLETON ARMS ARE ATTACHED TO JAKE,



Dialog:

(F) [STRAIN]

Action: - FINN PICKS UP JAKE

JUN 1 4 2012

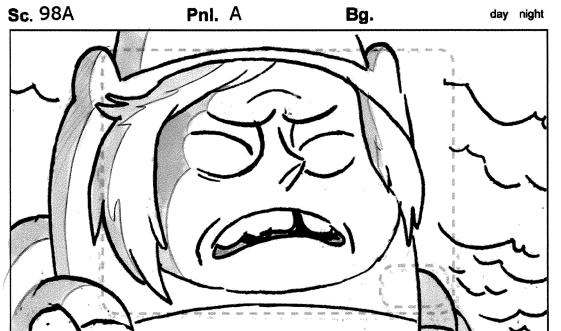
Timing:

Production:





Sc. 98A CONT Pnl. B Bg.

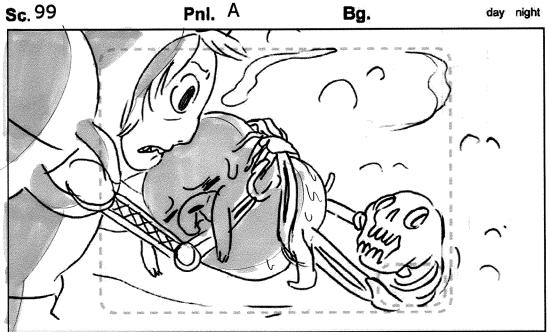


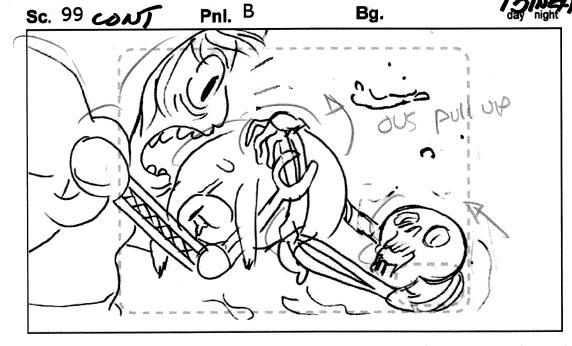


Dialog:	F: *gasp!!*
Action:	JUN 1 4 2012
Timing:	

EPISODE# 1014-106







Dialog:

Marceline: (ghostly v.o.) i warned you, you butt...

F: Waaaaaagh!!!

Action: F sees skeleton (simon's) gripping Jake's body (gripping but hanging limp, like it stopped moving after gripping Jake)

JUN 1 4 2012

Timing:

Production:

1014-106

Kox

ADVENTURE TIME



Page | 3

Sc. /OO Pnl. A Bg. day night

Sc. 100 cont Pnl. B Bg. day night

Dialog:

E RAAAH!

JUN 1 4 2012

Action:

SIMON'S SLETETON HAMPS LIMP BUT CLINGS
TIGHTLY TO I'S LOWER HALF

E CORGERON ARM + IT SHATTERS

Timing:

Production:

EPISODE #

1014-106

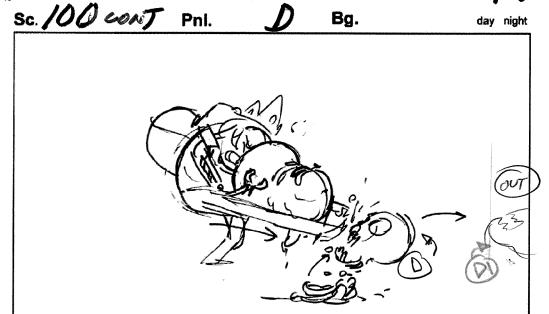
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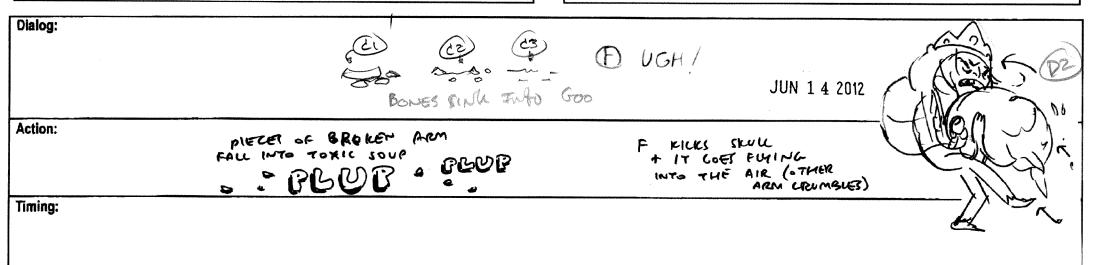
ADVENTURE TIME



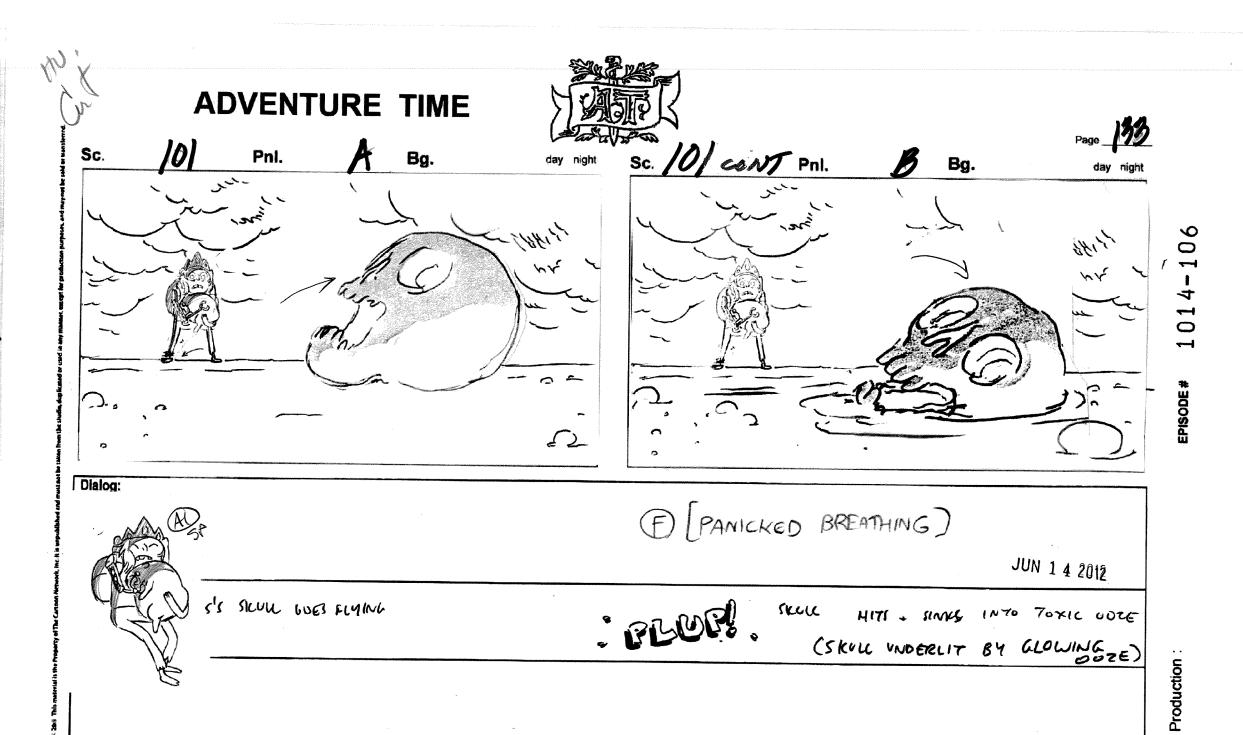
Page 132

Sc. 100 CONT Pnl. Bg. day night



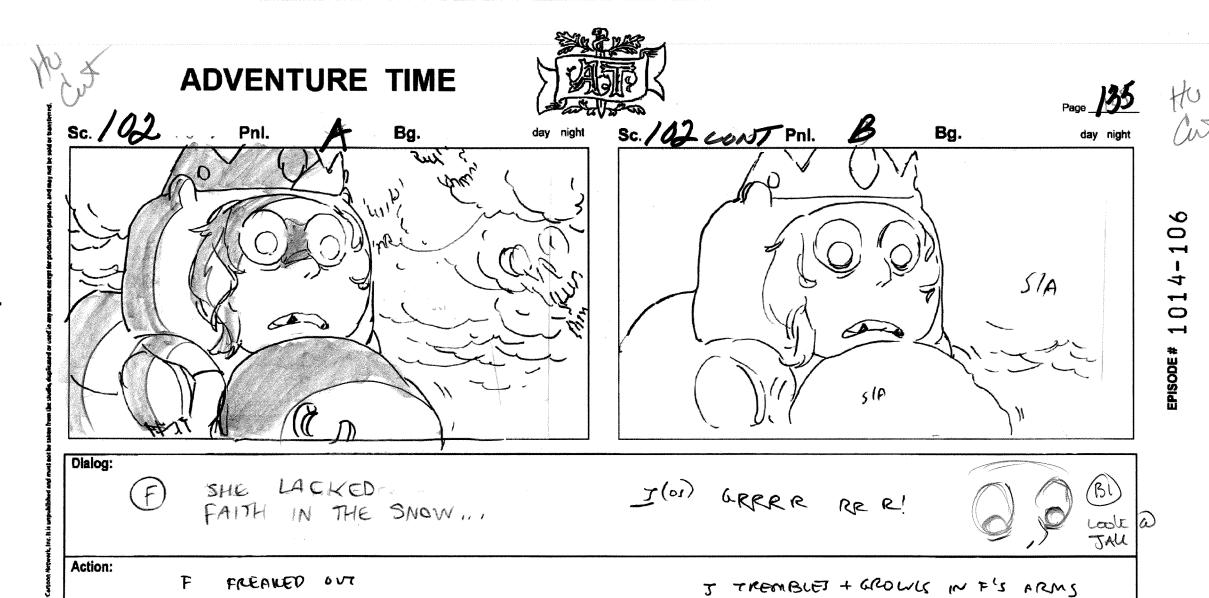


Depth



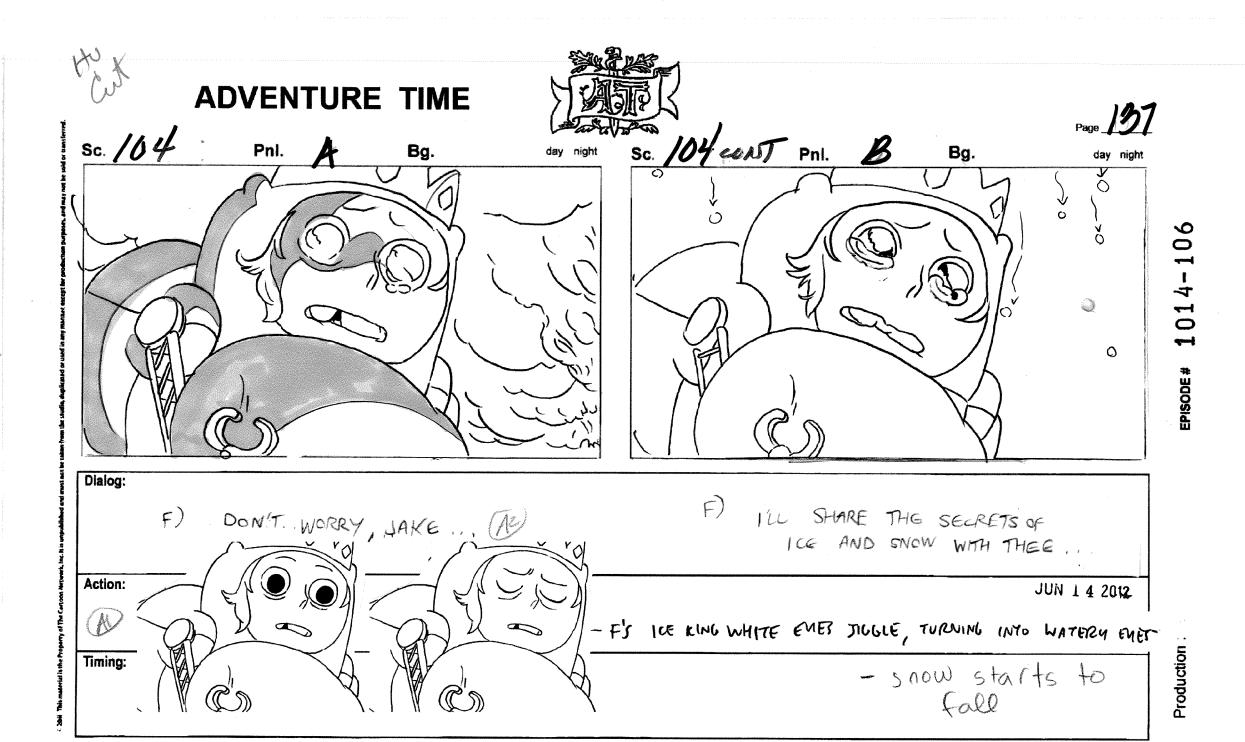
ADVENTURE TIME sc. /0/ CONT Pnl. C Bg.	day night Sc. 10/ CONT Pnl.	. Ъ вд.	Page 134 day night
Dialog:	Mill Survey		We to
Action: Skull sinkly aut at spect Timing:		JUN 14	2012

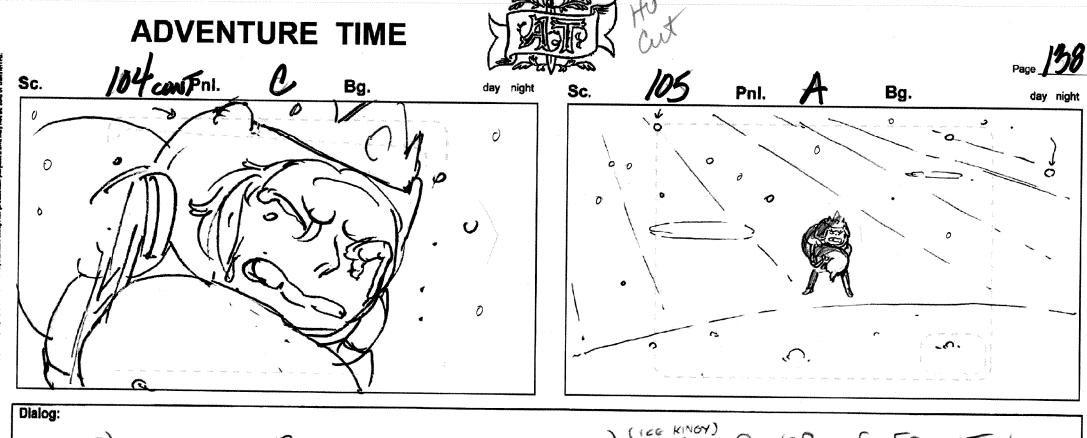
Timing:



Production:

JUN 1 4 2012





F) (ICE KINGY)

F) THE POWER OF FROST!

Action: SNOW JUST STARTS TO FALC...

F CRUNHET FOREWARD,

THE WEIGHT OF HIS SITUATION

FINALLY HITTING HIM, TEARS SPILL ROOM GENGLED EYES

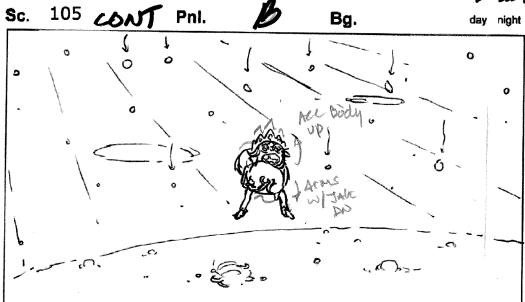
JUN 14 2012

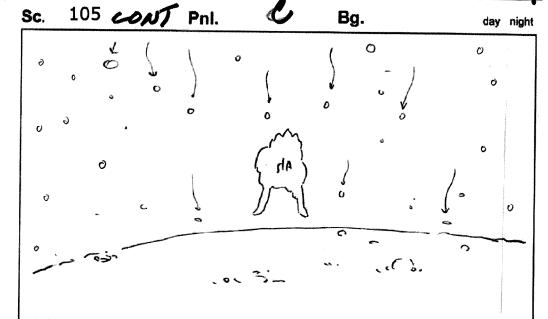
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EPISODE#

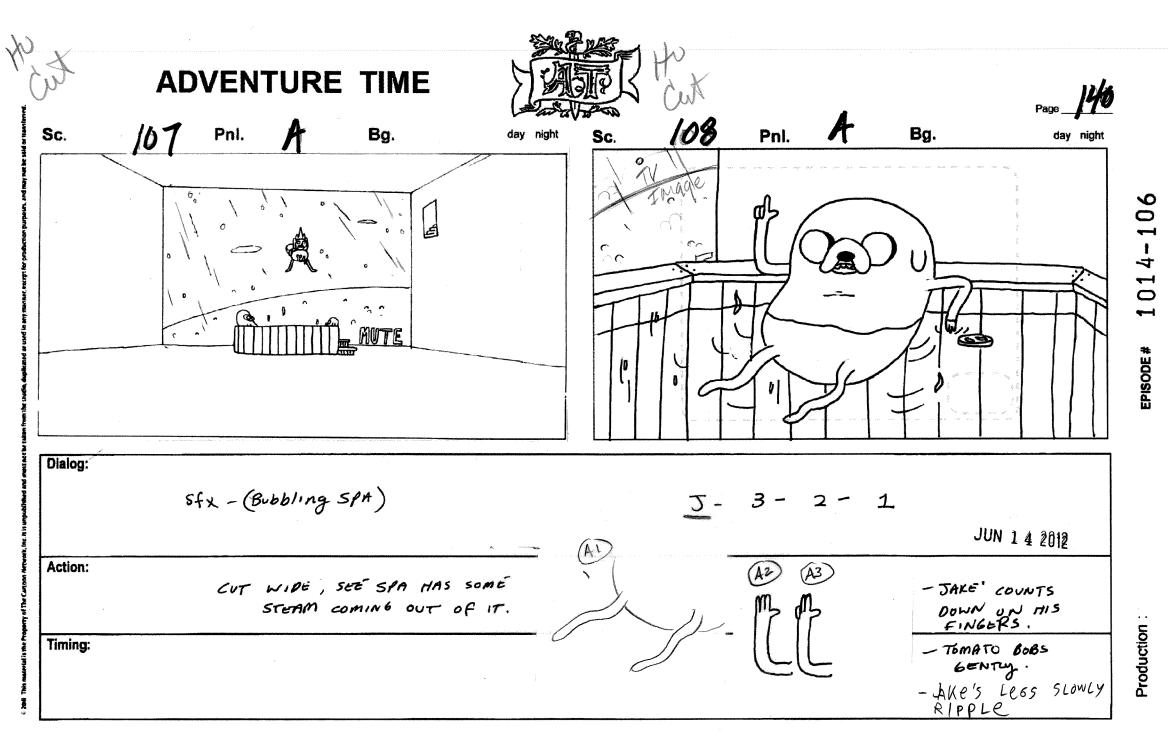






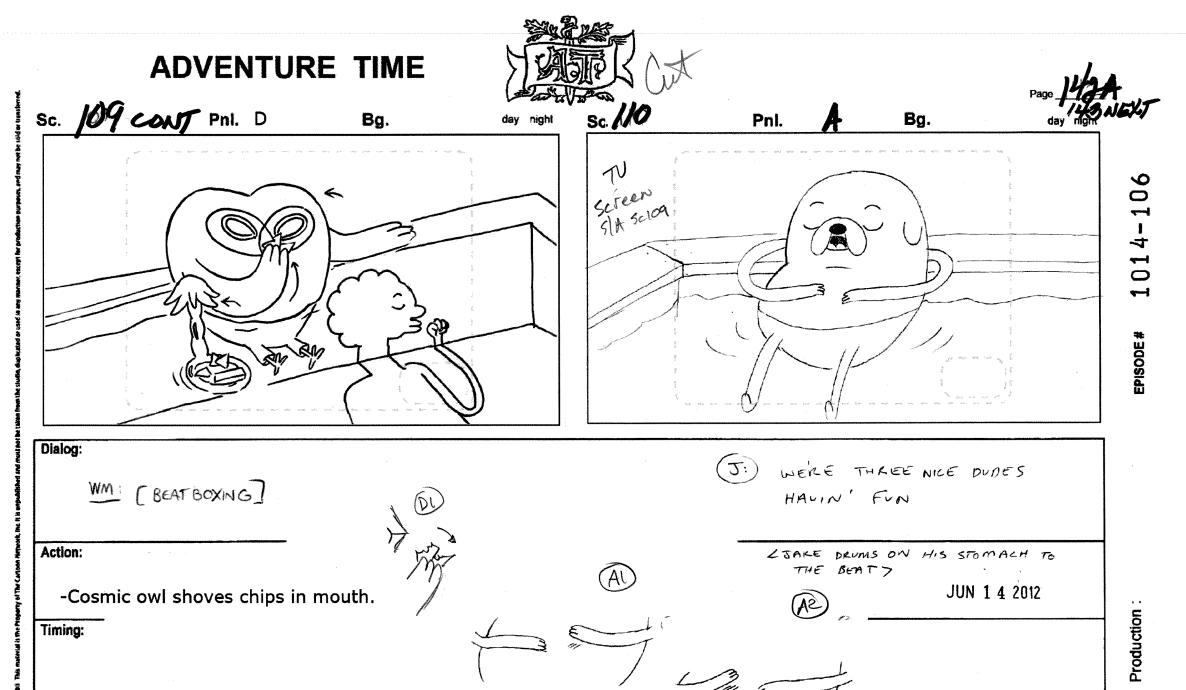
Dialog: F) (ICC KINOY)
THE POWER OF FROST / Action: SAD- SNOW IS FALLING (MORE+MORE RAPIDLY) JUN 1 4 2012 CRATER BUBBLET

Timing:



ADVENTURE TIME	THE ROLL	_	Page 141
Sc. 108 CONTAIN B Bg.	day night Sc. 109	Pnl. A Bg.	day night
Dialog: 万· 60			
Action:	- PALM TREE FLOATH BOBS NEAR CO	E WITH TORTILLA CHIRS	AND CHANGER JUN 1 4 2012
Timing:			

ADVENTURE TIME	day night Sc. 109 CONT Pnl. C Bg. day fight	· m
Sc. /99 CONT Pnl. B Bg.	day night Sc. 109 CONT Pnl. C Bg. day night	EPISODE# 1014-106
Dialog:	WM: [BEATBOXING]	
Action: COSMIC OWL LOOKS AT W.M. BZD B3 B3 Timing: C J C C C C C C C C C C C C C C C C C	-Cosmic owl reaches for chips JUN 1 4 2012	Production .



day night Sc.

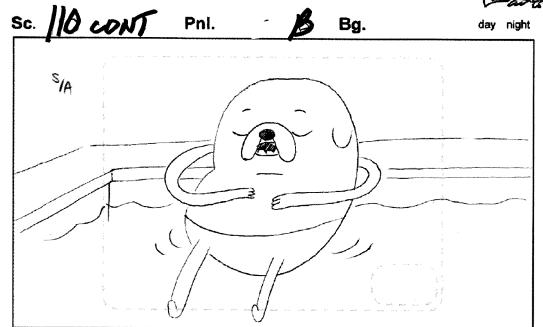


Page 143

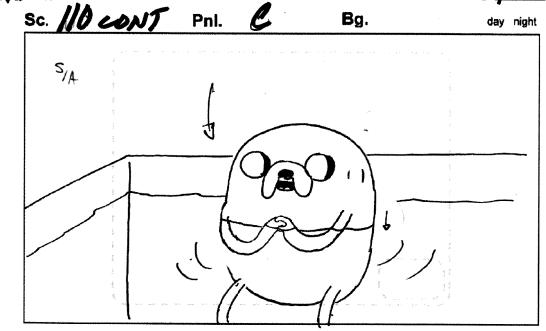
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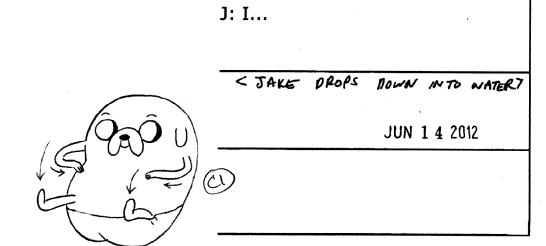
EPISODE#



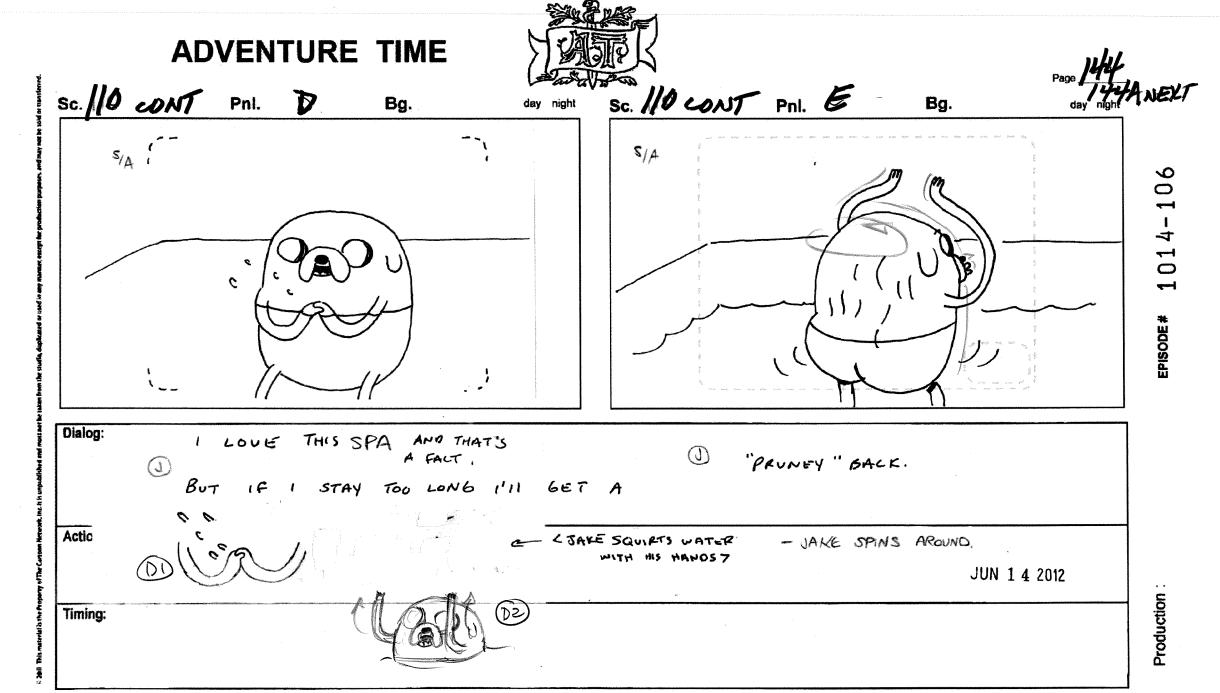
ADVENTURE TIME

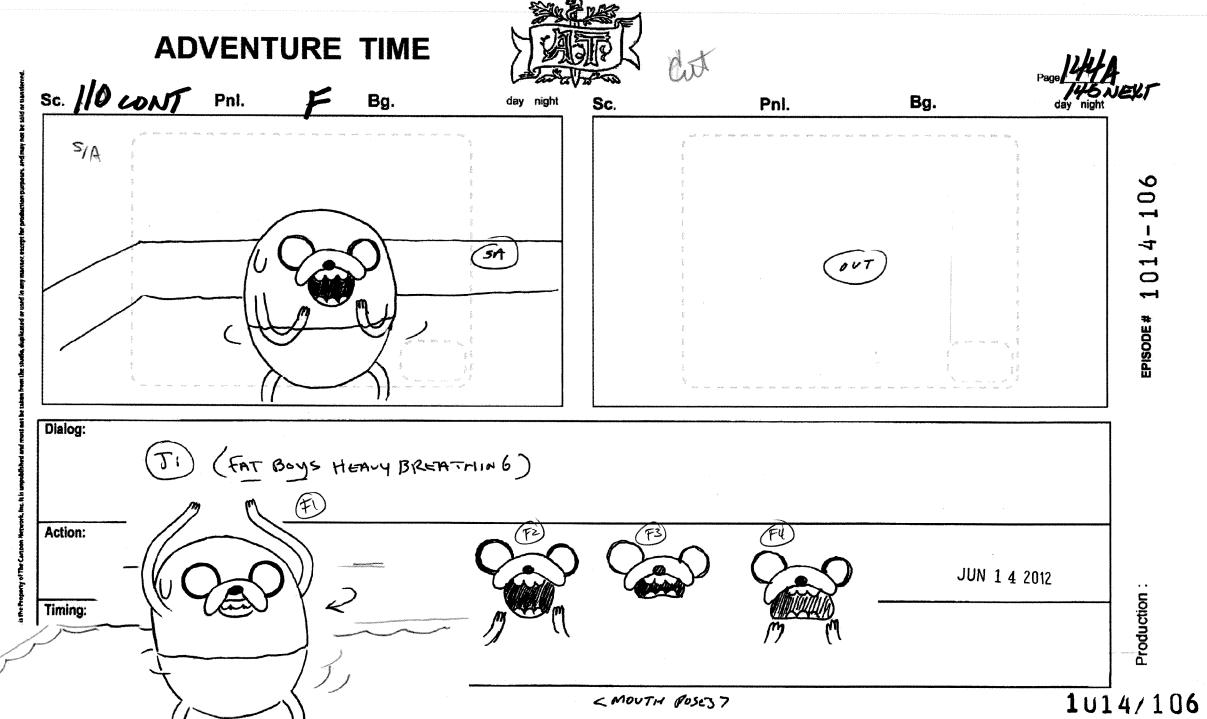


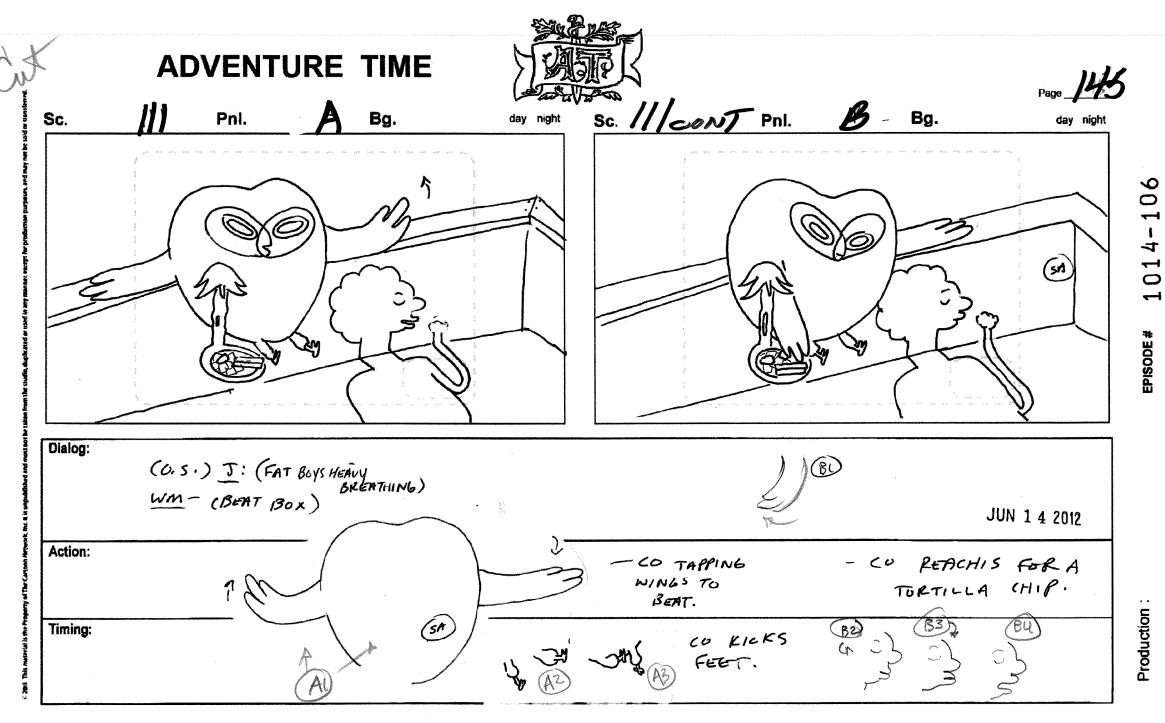




Production:





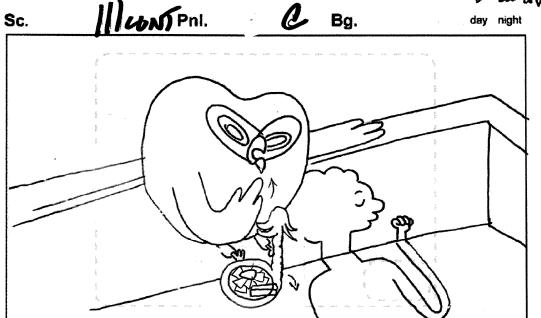


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ADVENTURE TIME



01



Sc. /// CONT Pol. D Bg.

Dialog:

(O.S.) J: (FAT BOYS HEAVY
BREATHING)
WM - (BEAT BOX)

CO- (GRUNT)

Action:

- CO THROWS CHIP IN HIS MOUTH.

- CO REACHES FOR CHIP

PALM TREE STARTS TO FLORT AWAY.

JUN 1 4 2012

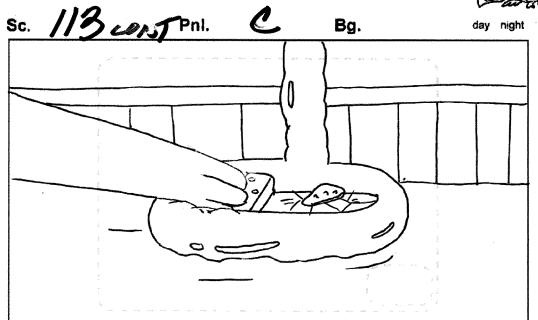
Timing:

1014-106

	ADVENTURE TIME	TANK TO THE REPORT OF THE PARTY	Page 1417
C.	113 Pnl. A Bg.	day night Sc. 1/3 CONT Pnl.	B g. day night
ialog:	(0- (0/s) GRRX	7 H	
Action:	- CO'S LEALLY : - SMACKING PE	STRETCHING TO REACH CHIP.	JUN 1 4 2012
Timing:			



Page 148



Sc. 1/3 Cant Pnl. D Bg. day night

Action: - CO HITS A COUPLE BUTTONS BLINDLY, -CO STRAINS AS HE REACHES FOR CHI

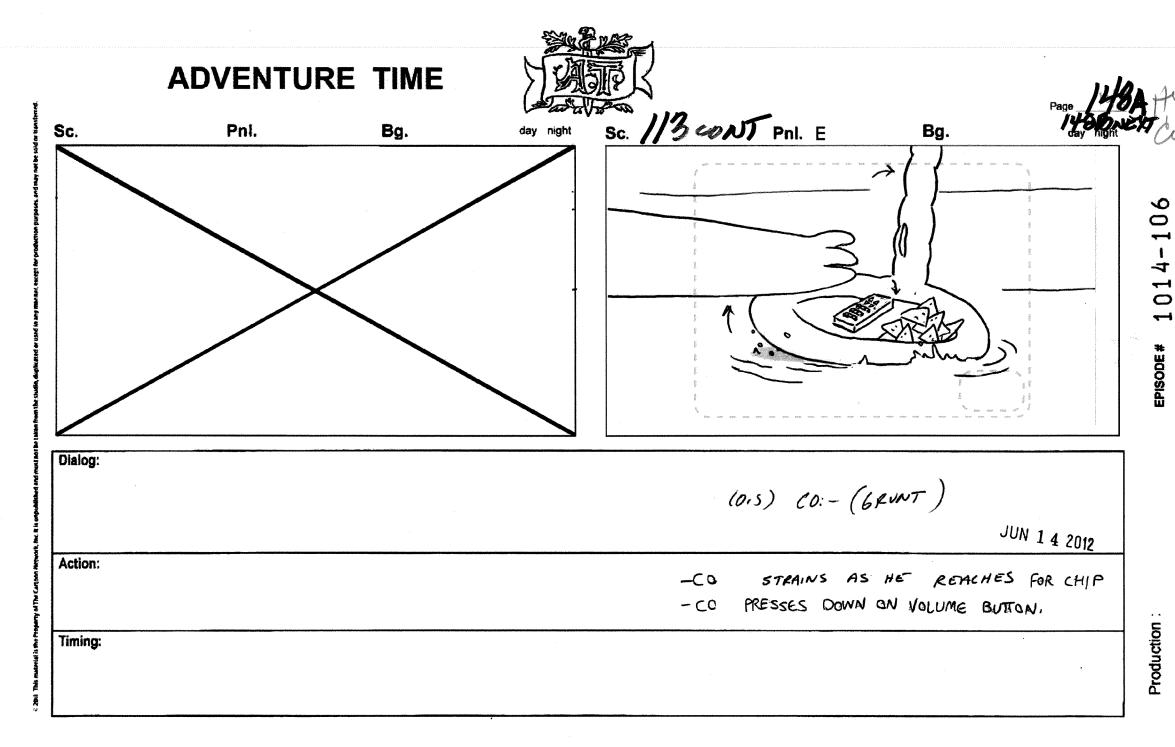
-CO PRESSES DOWN ON VOLUME BUTTON,

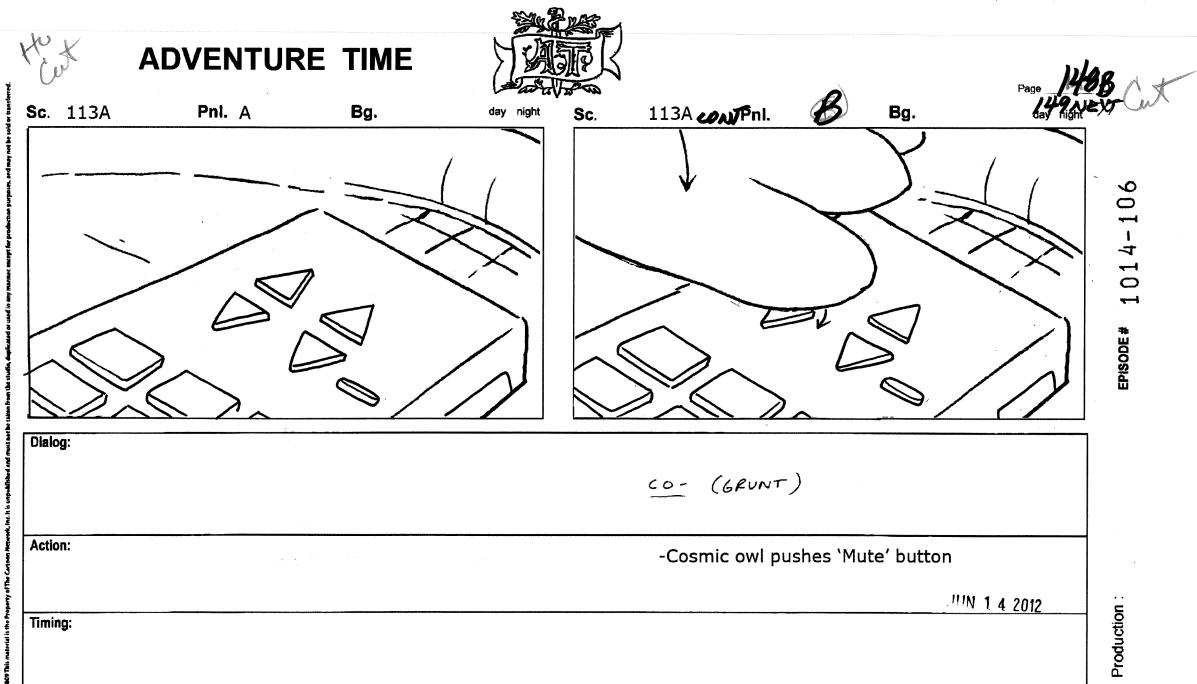
Timing:

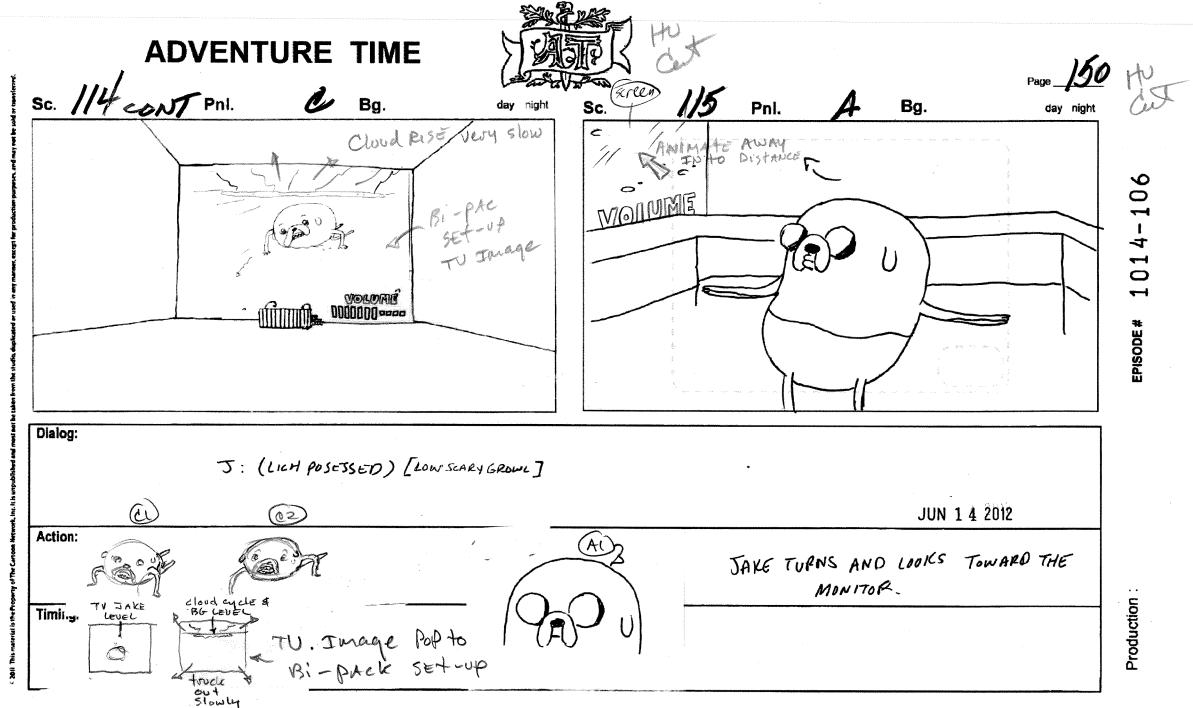
Dialog:

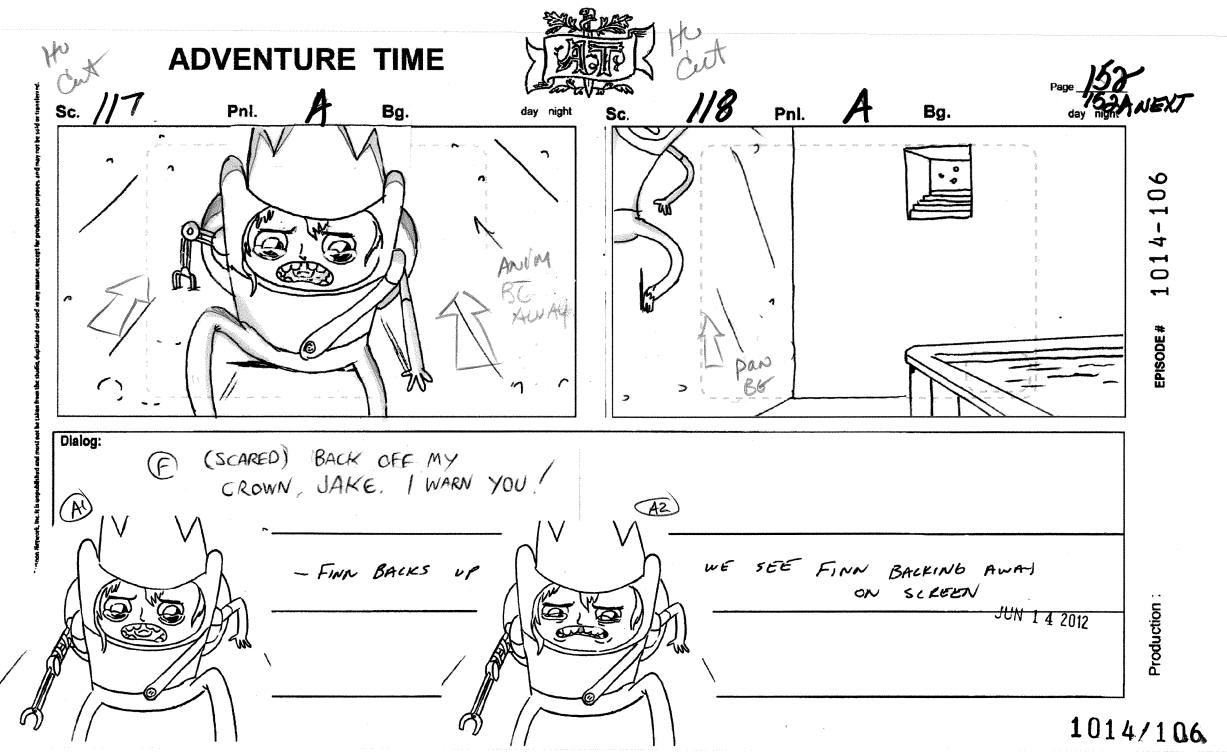
Production:

1014 -

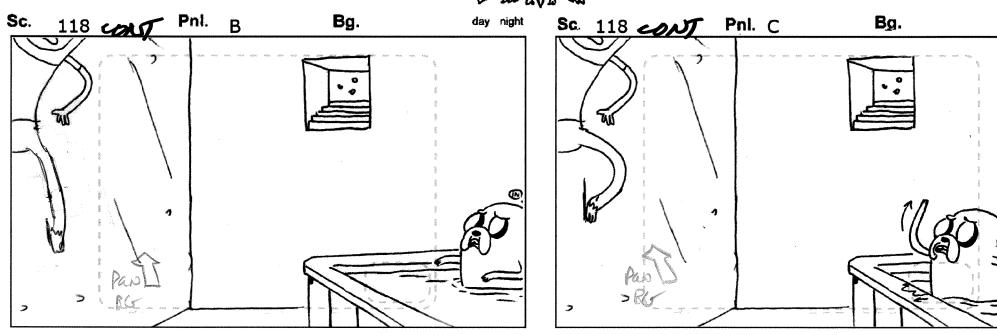












Dialog:

I: (CONCERNED) HEY MAN

J: (CONCERNED) I'M RIGHT HERE.

Action:

-Jake wades on/s

WE SEE FINN BACKING AWAY
ON SCREEN

- -Jake wades to edge of spa
- -Water sloshes over edge

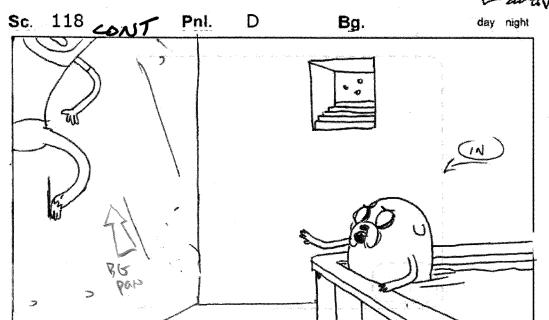
Timing:

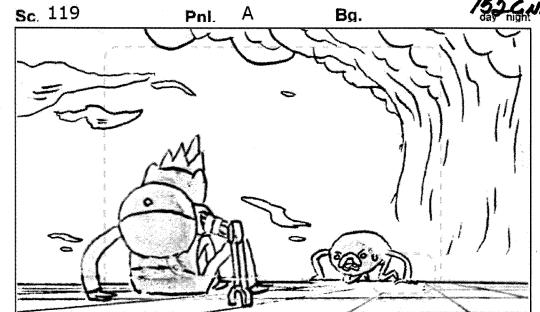
JUN 1 4 2012

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014-







Dialog:

J: (CONCERNED) THAT'S NOT ME, MAN!

Action:

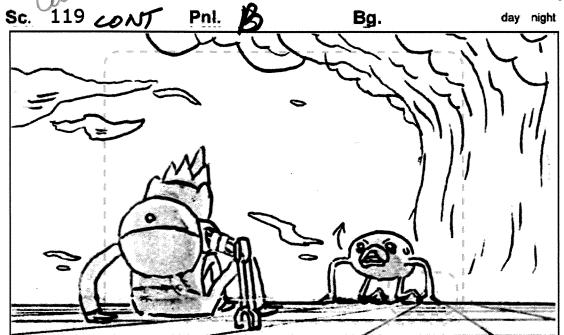
WE SEE FINN BACKING AWAY
ON SCREEN

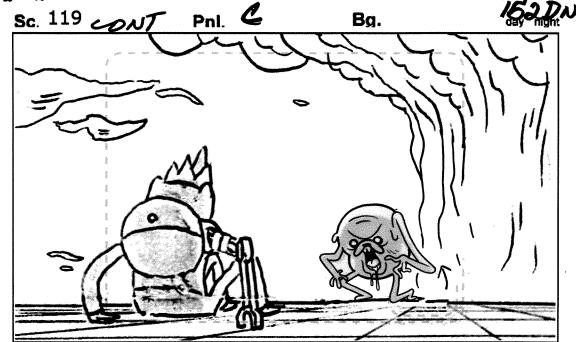
Timing:

JUN 1 4 2012

014 - 106







Dialog:

TOTATION

Action: -Jake's head rises

-Finn shivers

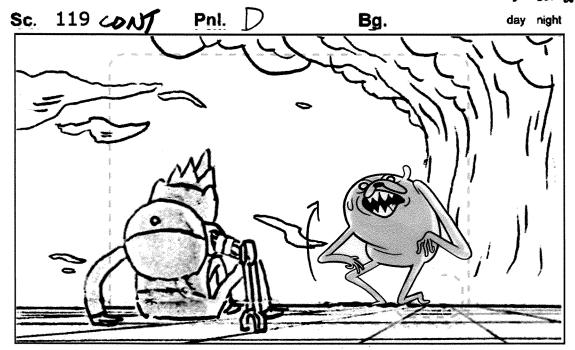
-Jake stats to mutate as he walks forward

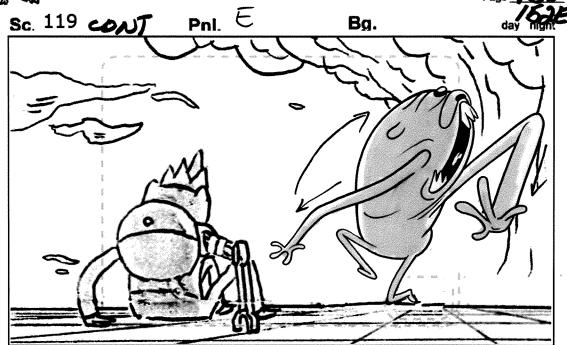
JUN 1 4 2012

Timing:

Production:







Dialog:

Action:

JUN 1 4 2012

Timing:

Production:

1014-106

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Sc. 119	CONT Pnl.	F	Bg.	day night	Sc. 119 CONT	Pnl. G	Bg.	
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			ST.			⁷	THE PARTY	1
		0	di	17,11	7	<i>a</i>		3
	, M	1	الماليون		975	M	7 /	
	CAA .	/	legio!		des sol		ASS ASSA	
	0	[/	-40	7/11	* 6			
		W.	The state of	シア・ノー		1250		
			16	90 elect 1 8 e				
	4							

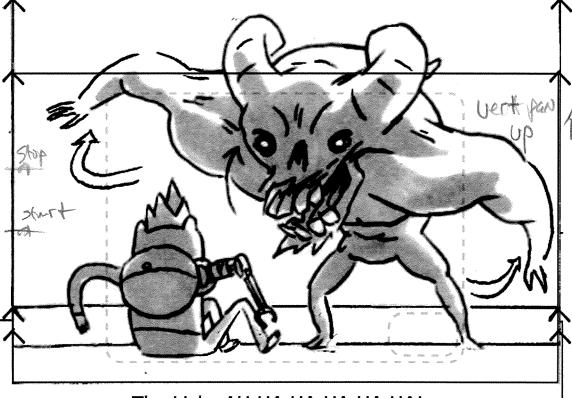
Dialog:

Action:

JUN 1 4 2012

Timing:

4-



Bg.

Dialog:

SFX: *Bones Cracking*

-Jake Covers face as he steps forward

The Lich: AH HA HA HA HA!

-Jake reveals Lich face -Finn flinches -ADJ w/Lich

JUN 1 4 2012

Timing:

Production:

A	DVENTUR	E TIME			Page	152H 152INEXI
Sc. 119A	Pnl. A	Bg.	day night	Sc. 119A CONT Pnl. B	Bg. 6	day night
						EPISODE# 1014-106
Dialog:						
Action:				-Finn floats into the air. -Finn's hair flaps	JUN 1 4 2012	<u></u>
Timing:						Production

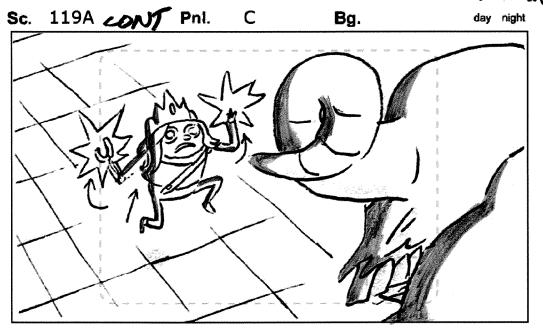


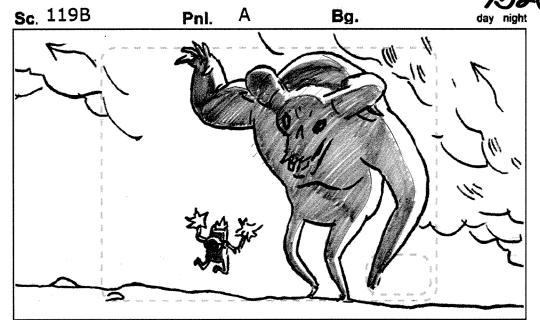
ISAT Page ISATURY day night

1014-106

EPISODE#

Production:



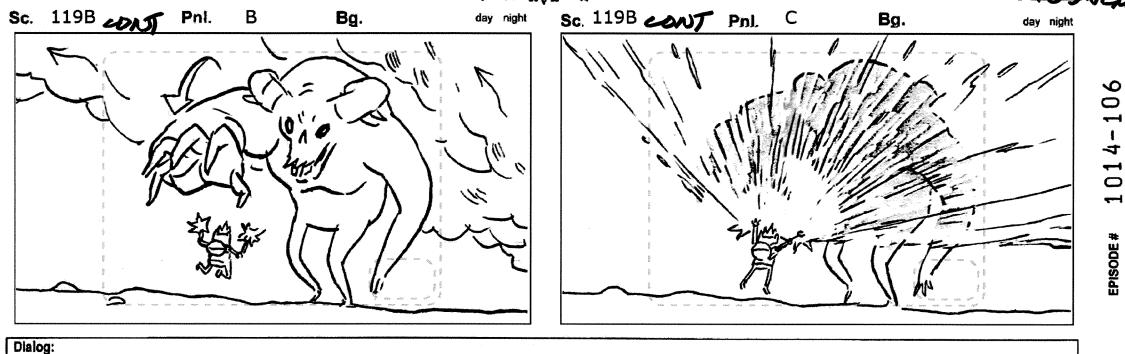


Dialog:		•		
		6.076		
Action:				
	-Finn charges up his ice powers as he rises		-Jake-Lich antics back	
				JUN .1 4 2012
Timing:				- 12

-Jake-Lich reaches for Finn



1525 Page 153 NOV



SFX: *FWOOSH!!*

-Finn blasts Jake with screen

JUN 1 4 2012

-Screen whites out

Timing:

Action:

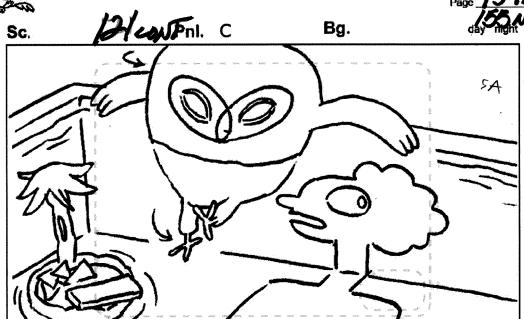
Production:

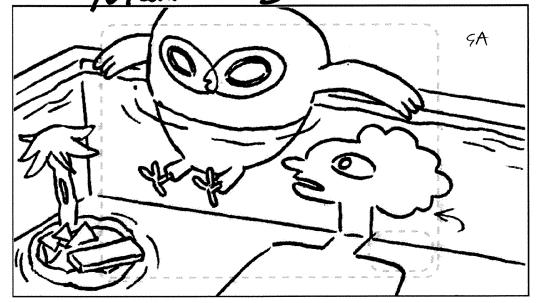
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	ADVENT	ΓURE	TIME		THE REPORT OF THE PARTY OF THE	1				163	
sc. 198	CONT Pnl.	D	Bg.	day night	Sc.	120	Pnl.	H	Bg.	Page ///	<u>.</u>
					X	The state of the s					EPISODE# 1014-106
Dialog:	(I) F	-INN	/				J- 1'M	IN TE	JU HE SPA	N 1 4 2012 N BATTH /	
Action: Timing:							A) A		J U	② 	ction :
			•							1014	Production

Sc.	ADVENTURE TIME	day night Sc. 2	Pol. A Bg.	Page 154 1544 NEXT day hight
S/A		SA)		EPISODE# 1014-106
Dialog:	J: OH MAN	Subtle Bob ON Palm Float 200		
Action:	· · · · · · · · · · · · · · · · · · ·		JUN 1 4	2012
Timing:				Production







Dialog:

Sc.

WM - MAYBE NOW YOU'D LIKE

WM- TO VIE YOUR WISH?

Action:

- -Prismo turns towards Jake
- -Palm tree bobs in water

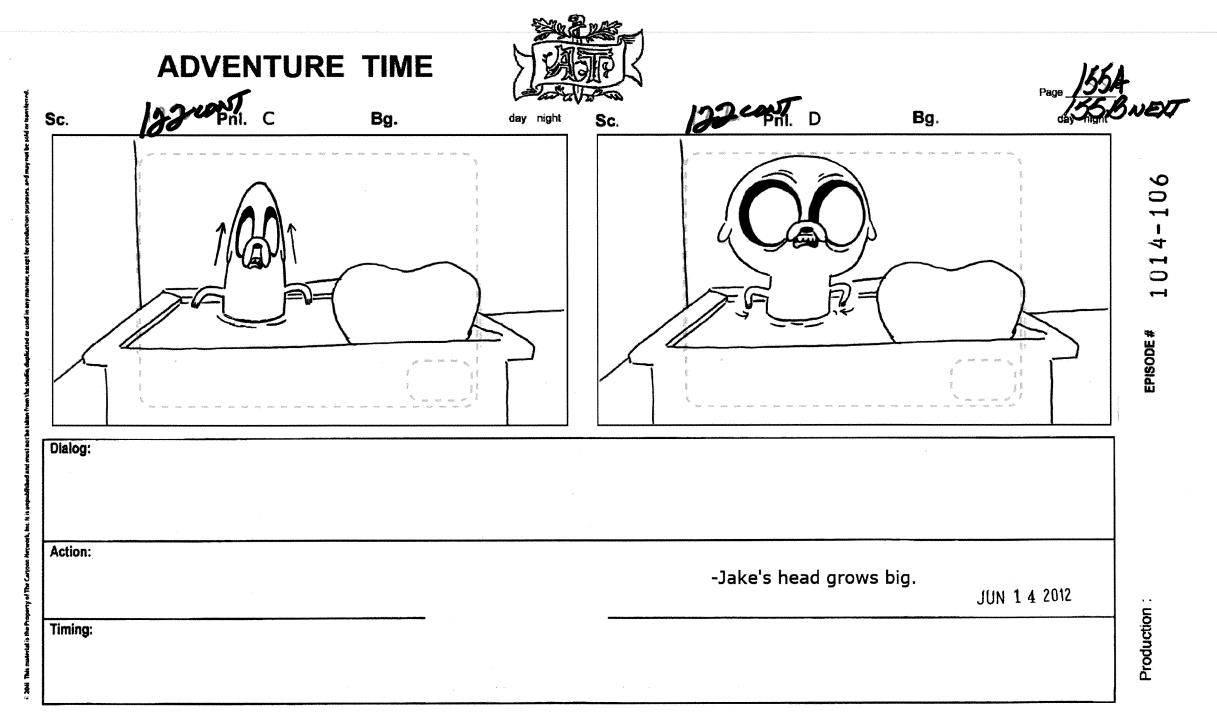
JUN 1 4 2012

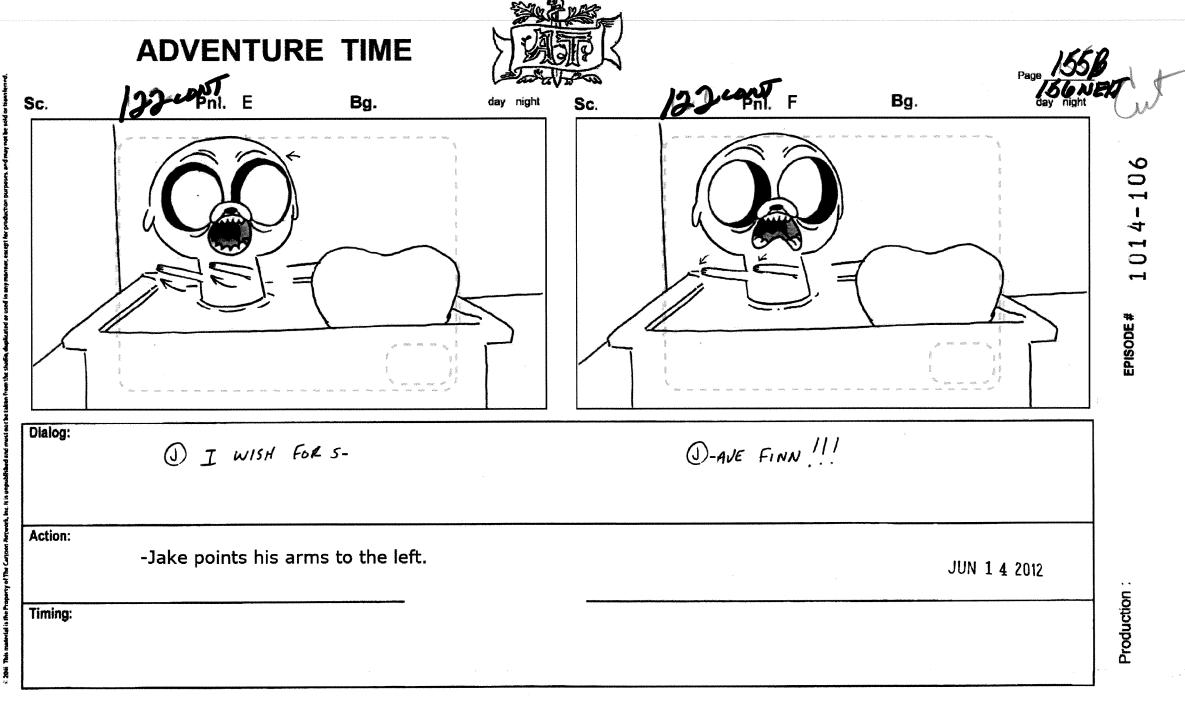
Timing:

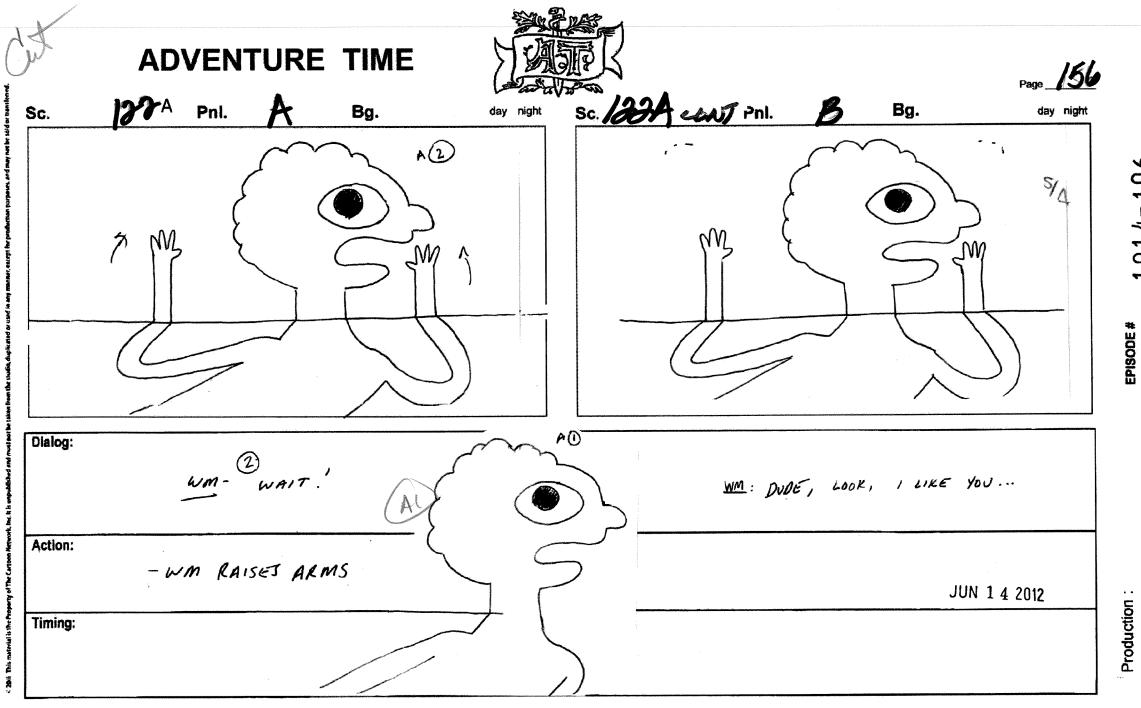
90

014

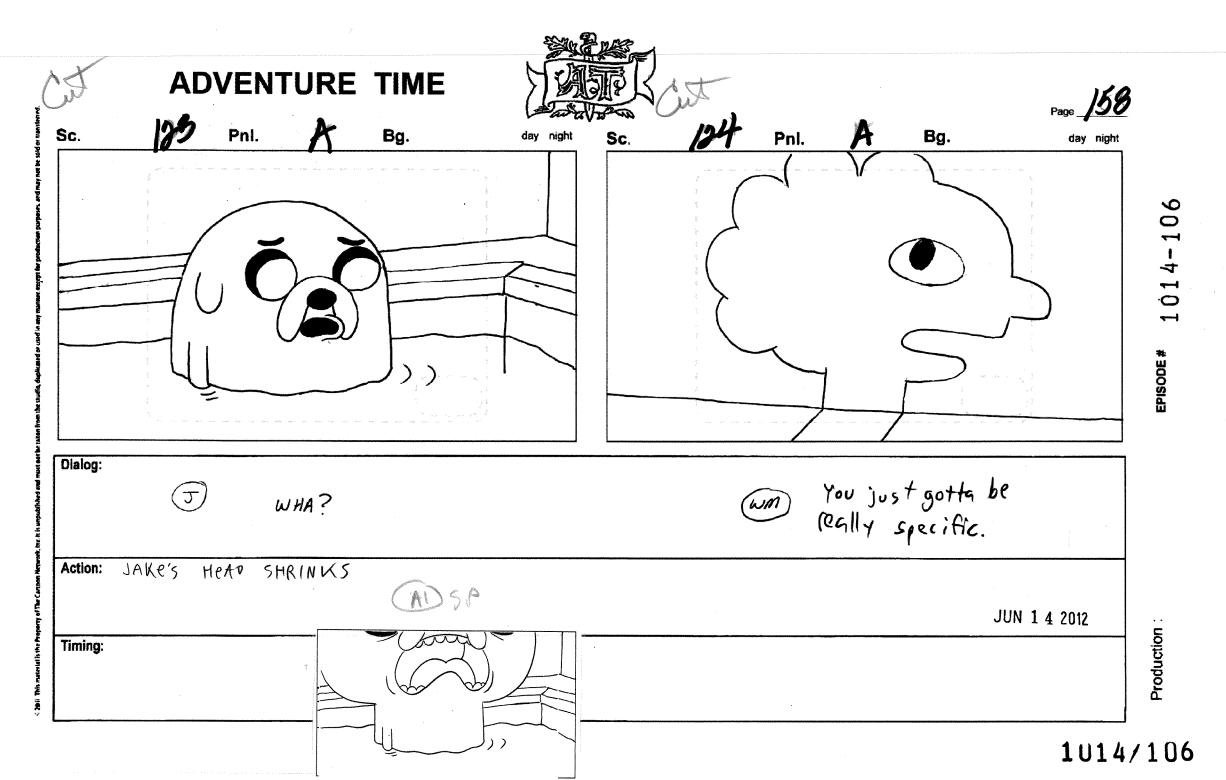
EPISODE#







ADVENTURE TIME	T. A.	到			Page/57
Sc. 122A CONT Pol. C	day night	sc. 122A car	TPnl. D	Bg.	Page 5
				SA)	S _{IA}
Dialog: So You should know my	2	<u>wm</u> : ①	it's like qua	onters pro	V
ironic twist to'em.			Kinda thing.		1
Action:		~~			
Timing:					JUN 1 4 2012

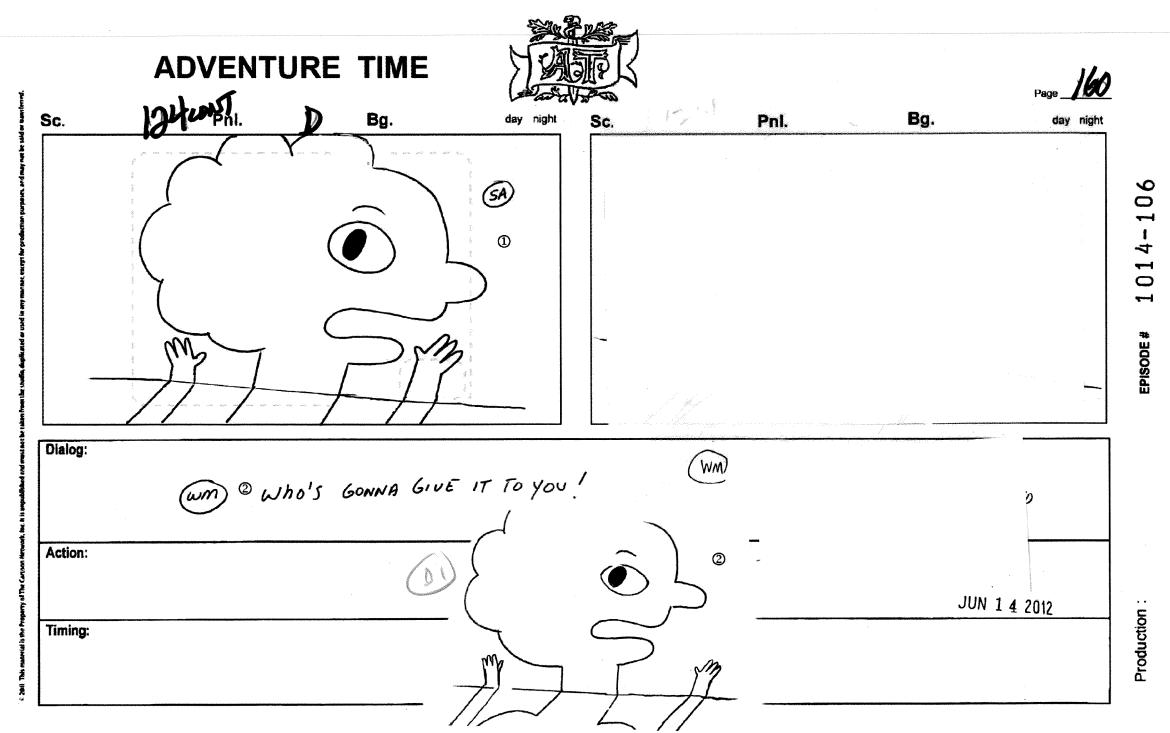


EPISODE#

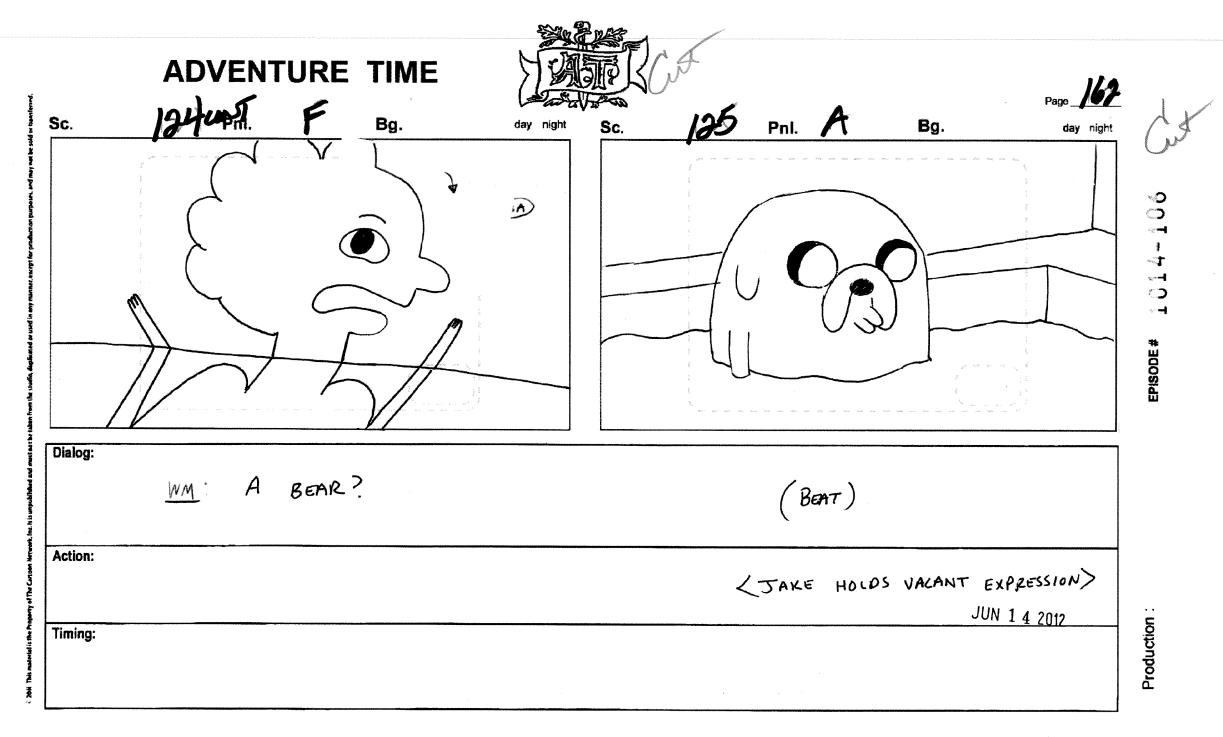
Sc.	加斯	TURE TIME Bg.	day night Sc.	124 contine	L Bg.	Page
The same seed and seed on the same of the seed of the						SA
Dialog:	wm	AY YOUR WISH IS,		(WM) " I WISH	FOR A BACK K	2vB."
Action:						JUN 1 4 2012

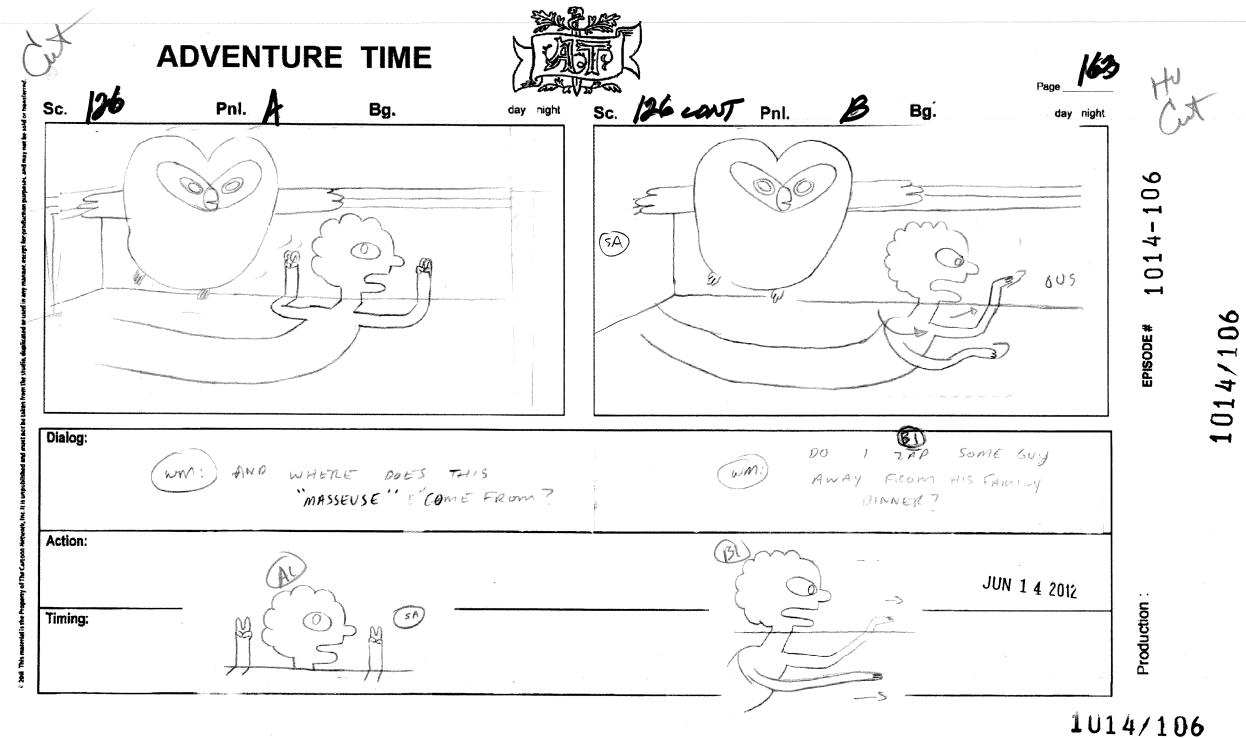
1014/106

Production:



	ADVENTURE TIME	TANK!			161	
Sc.	Pnl. Bg.	day night Sc.	124 conthi	E Bg.	Pageday night	
						FPISONE # 1014-102
Dialog:			WM) A	dirty man?		
Action:						
,				·	JUN 1 4 2012	
Timing:						Production :





WX.

ADVENTURE TIME



Page | 164

Sc. 126A Pnl. A Bg. day right Sc. 126A CONT Pnl. B Bg. day right Sc. 126A CONT Pnl. B Bg.

EPISODE# 1014-106

Cosmic Owl: ooooo

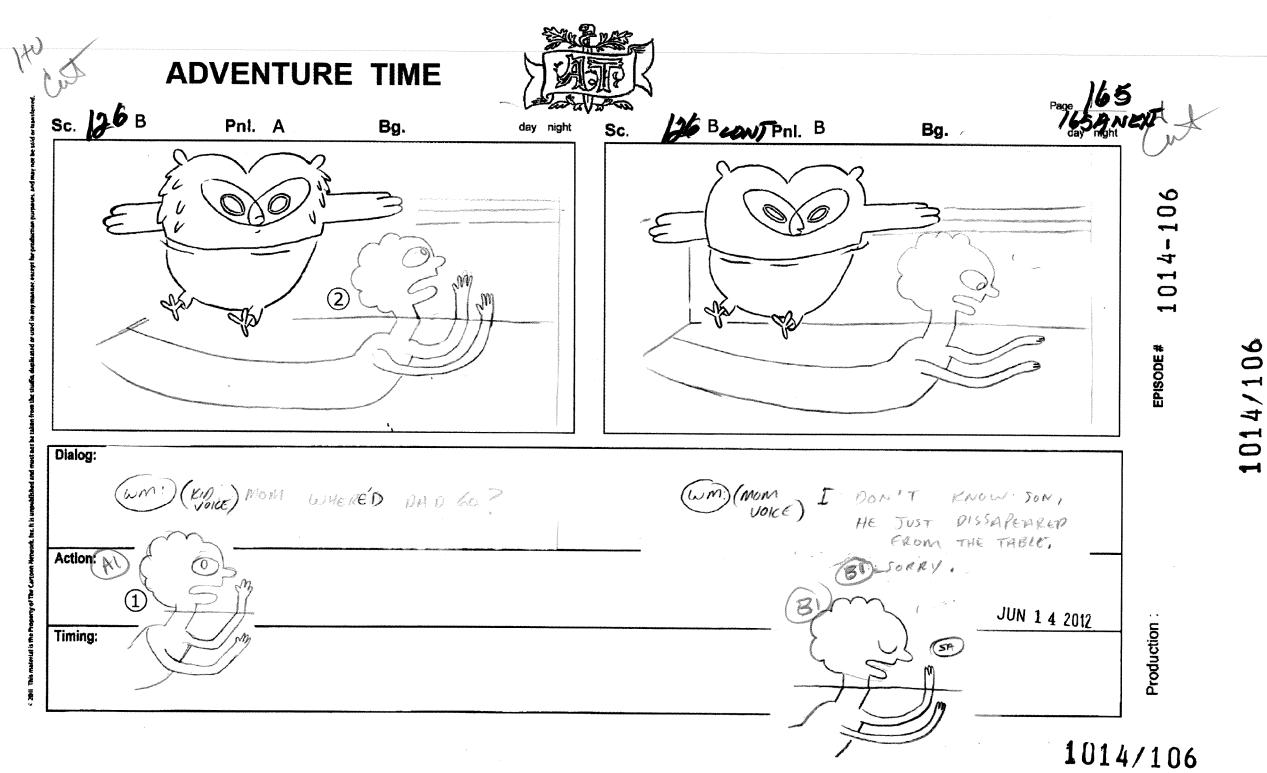
TRAVMATIZED?

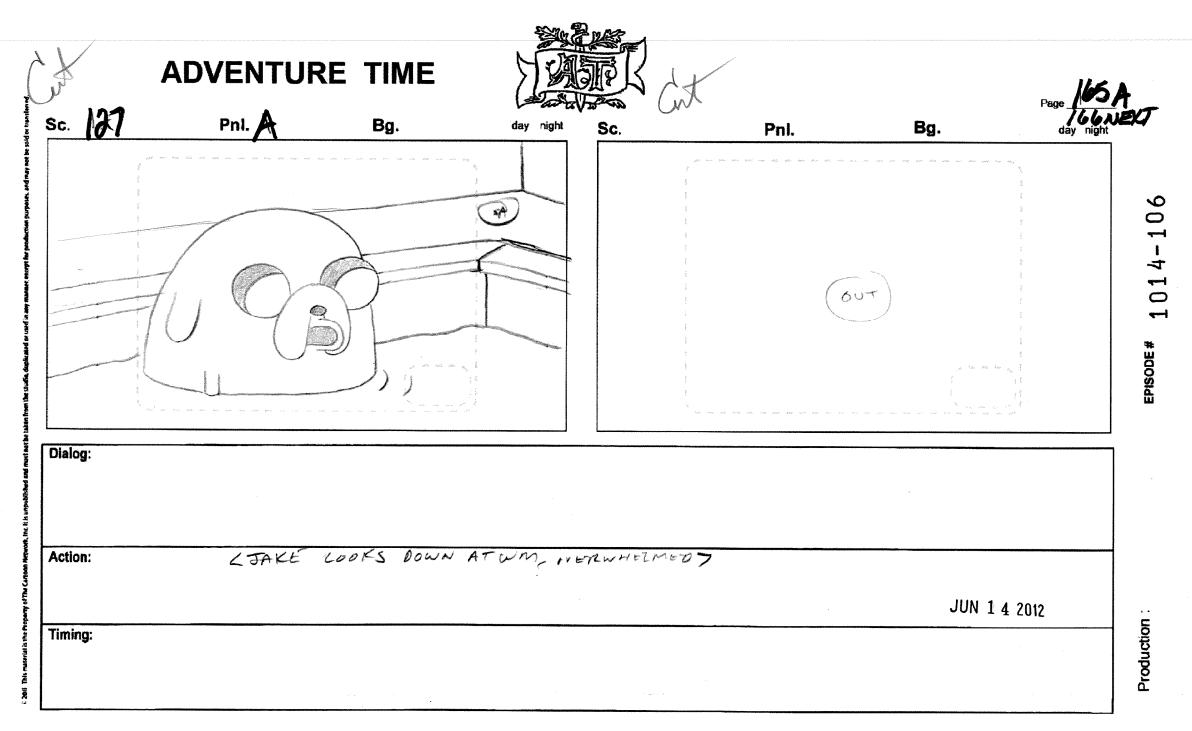
Action:

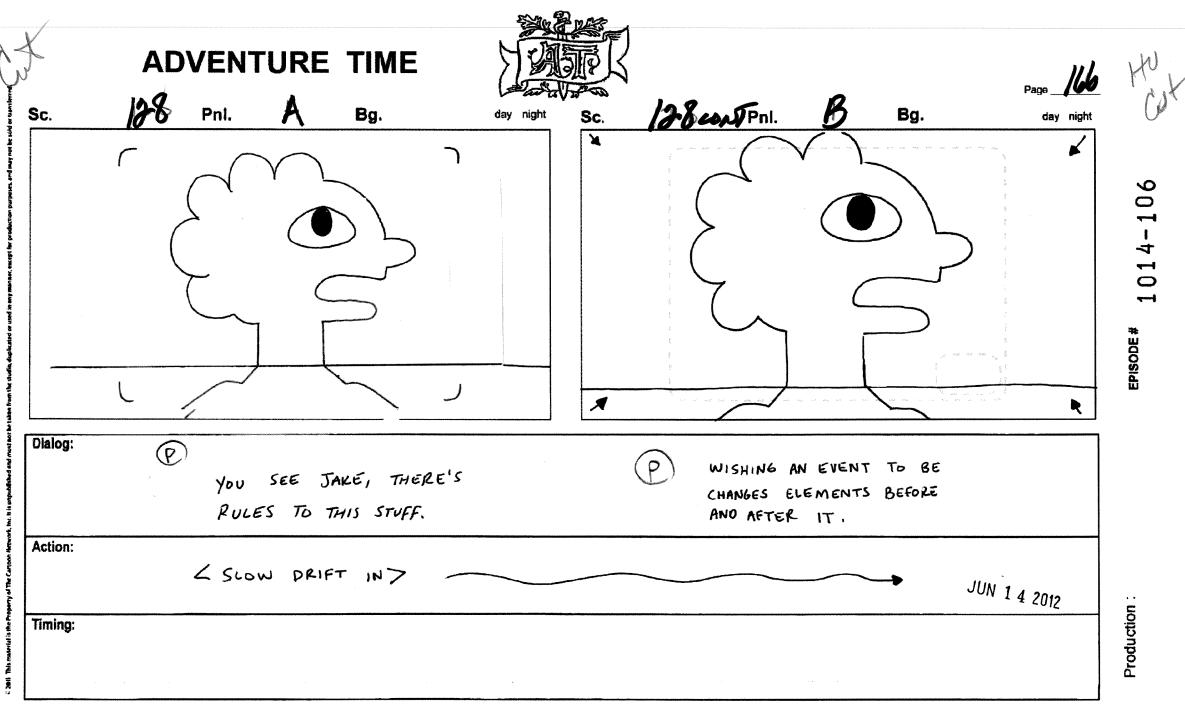
-cosmic owl's eyes widen and feathers ruffle

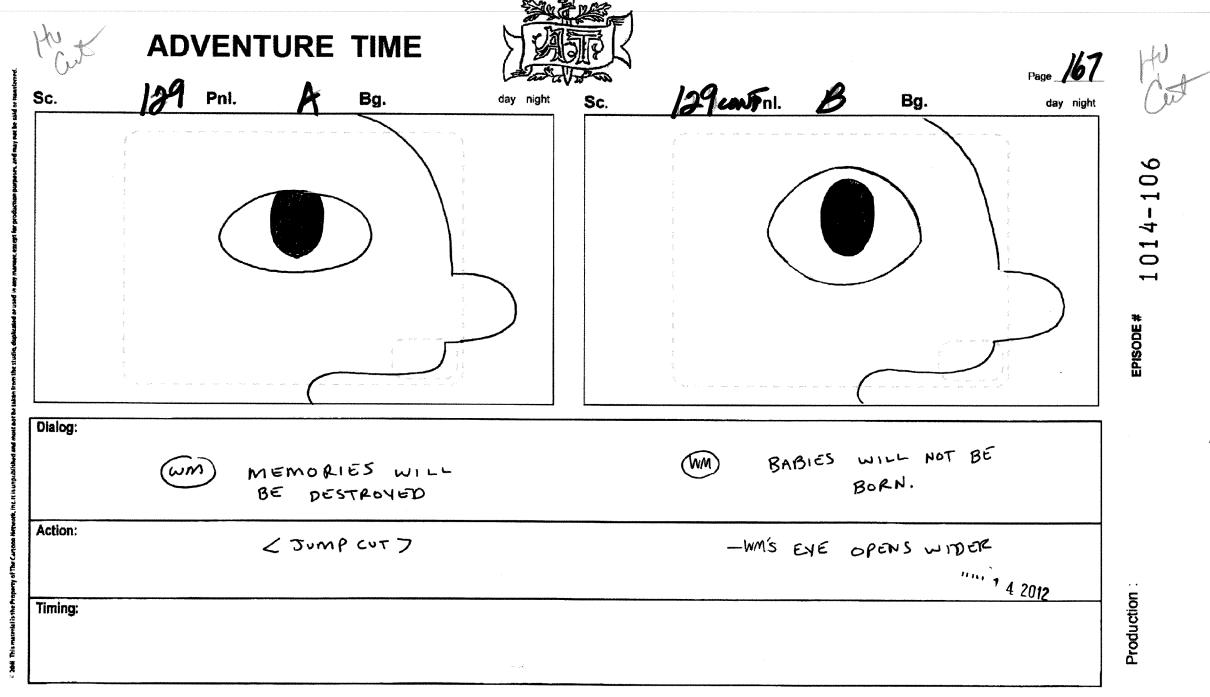
FUN: 1 4 2012

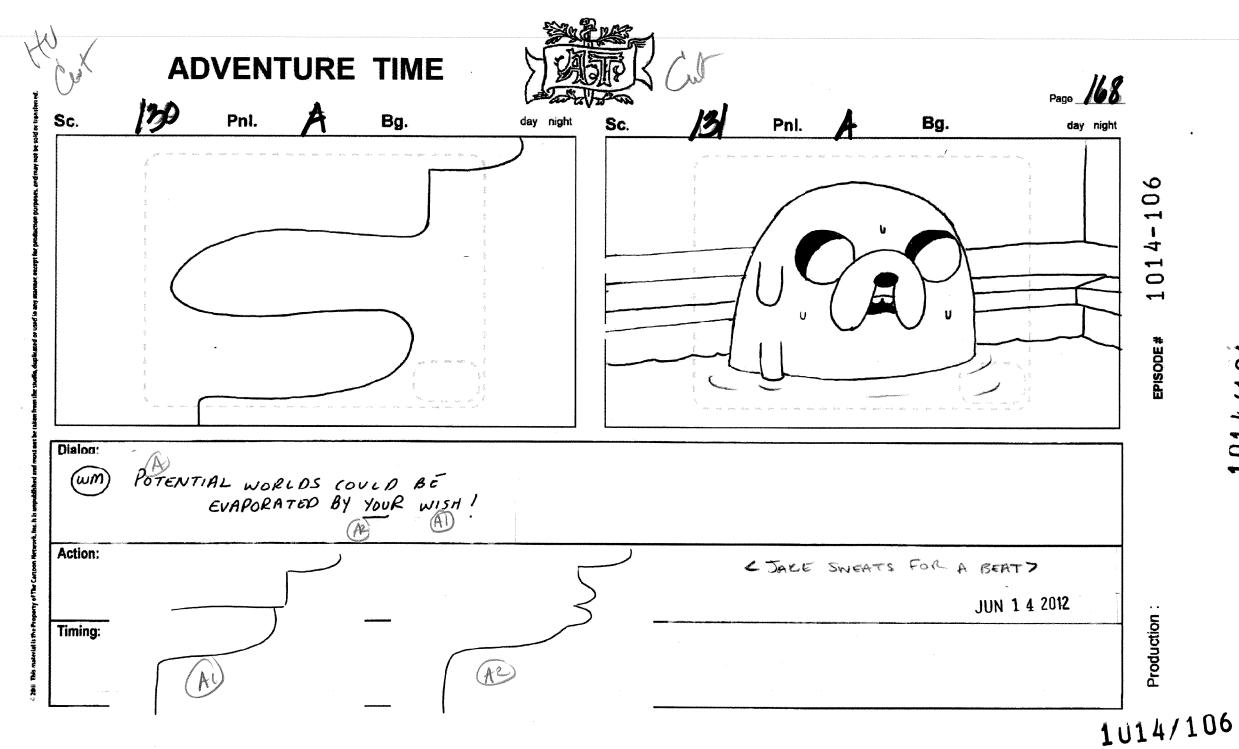
Production:



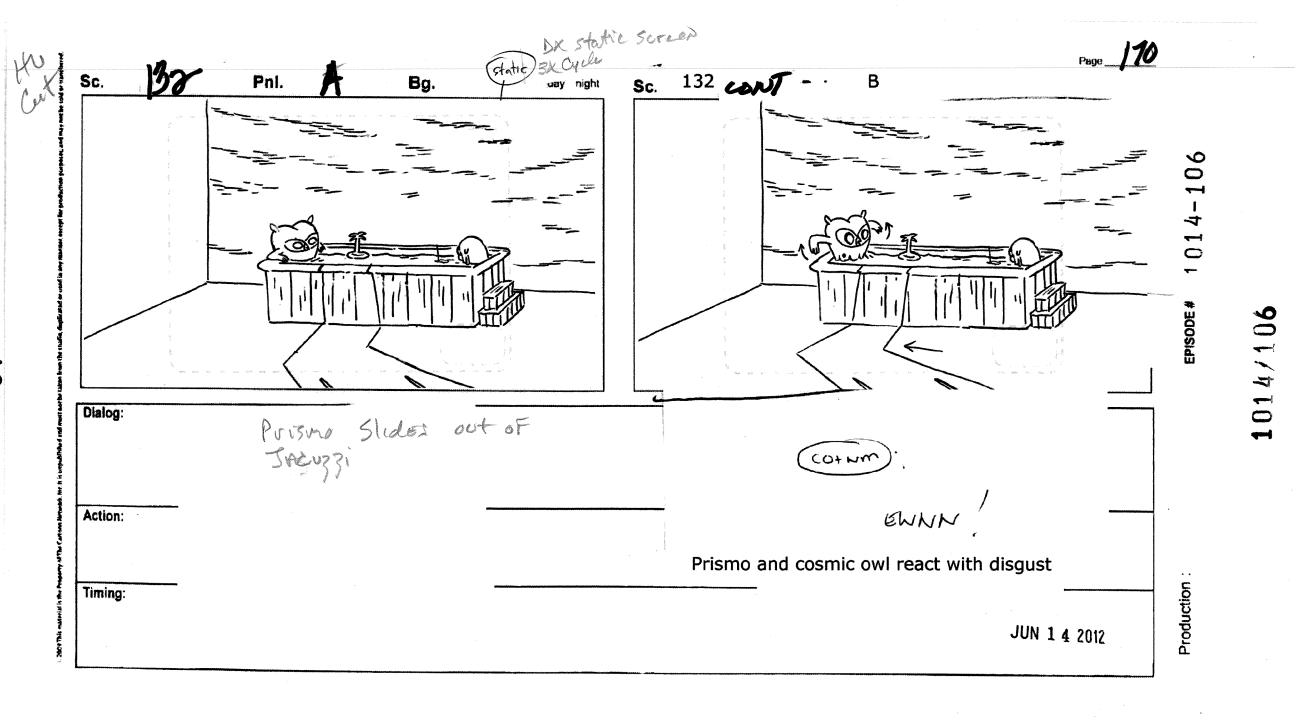


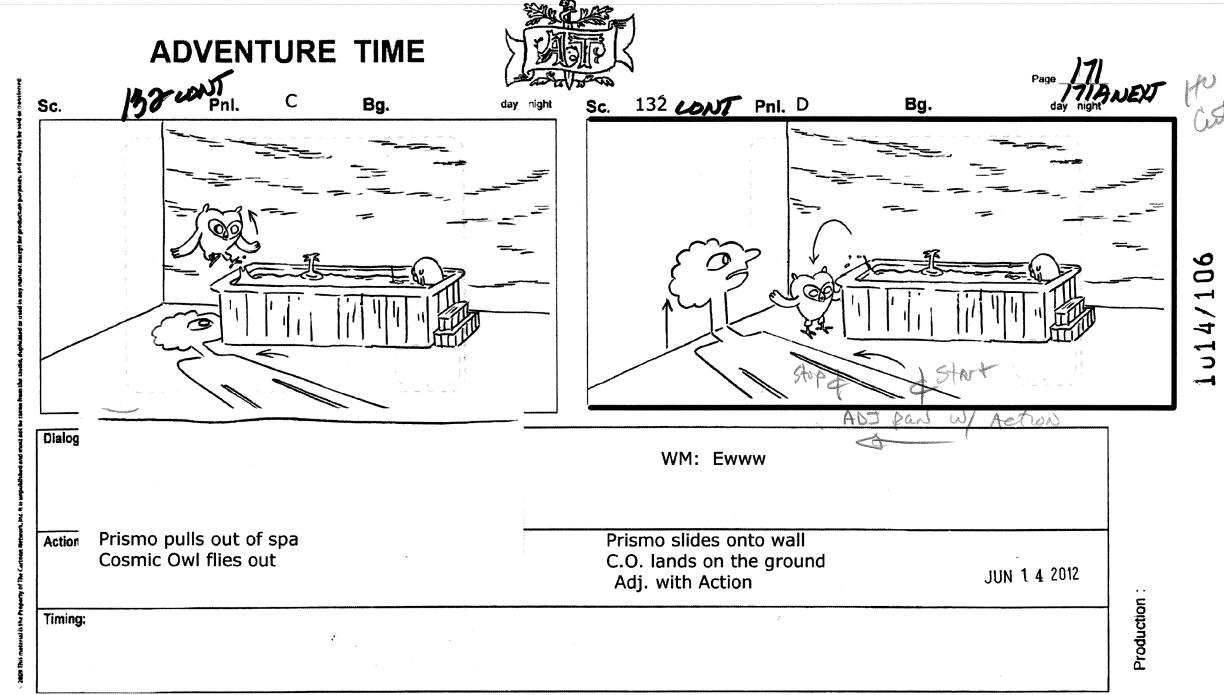






sc. /3/a	ADVEN	TURE	TIME Bg.	dey night	Sc.	BI conTpnl.	0	Bg.	Page <u>169</u> day night	to
									The state of the s	EPISODE# 1014-106
Dialog:	J) [VOMITING)		,		(J).	(EXHA)	ISTEĎ MON	w.)	
Action:	< 24×	TANTUY U E HUNCH VOMITIN	(ES OURS V	~* (L. E.		< 20K	E IS HV	NCHED QUE	JUN 1 4 2012	<u>:</u>
Timing:						* S 3	2)		Vomit should flat+ break aparty	Production
						Crant				4/1ព

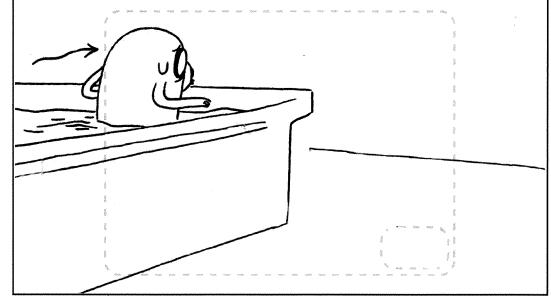








171A 133 CONT Pol. 133 Pnl. A Bg. Bg. Sc. 1014-106



Dialog:		
Action:	<jake corner="" of="" spa="" to="" travels=""></jake>	
		JUN 1 4 2012
Timing:		

Production:

1014/106

EPISODE #

ADVENTURE TIME



171B 133 CONT Pnl. Bg. Pni. Bg. Dialog:

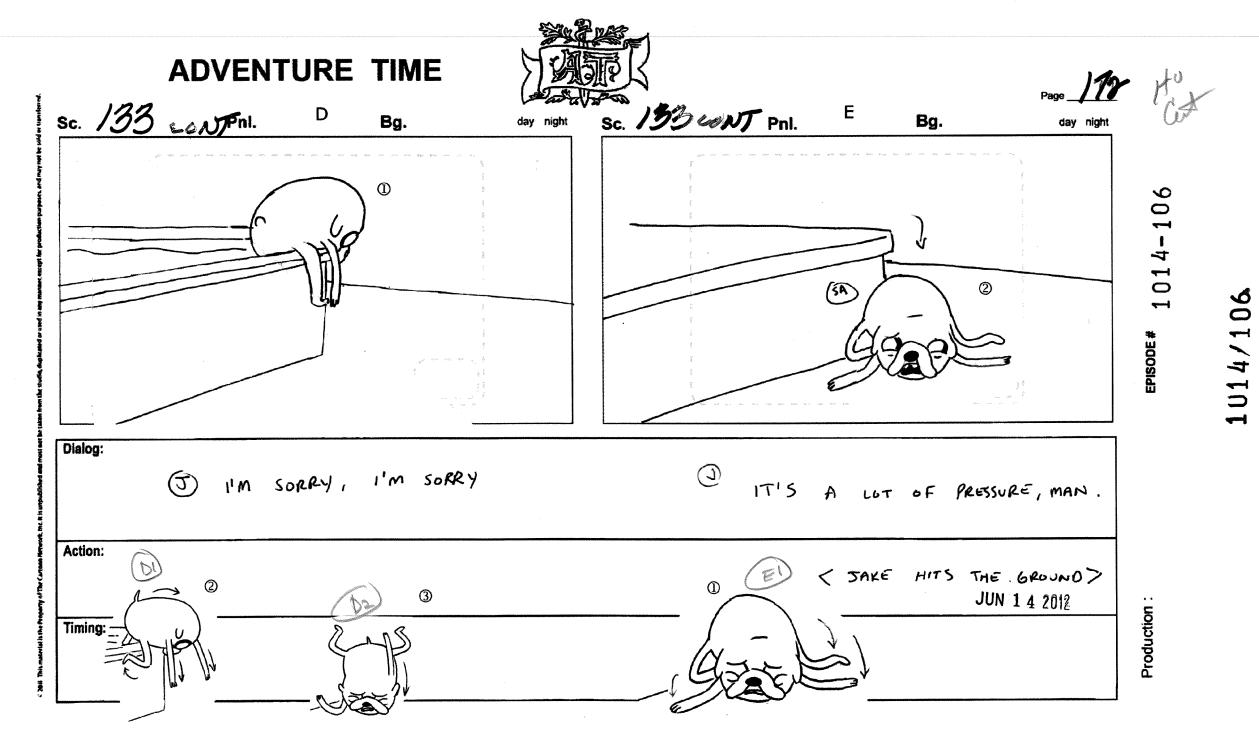
Action: Jake sticks leg out of spa

JUN 1 4 2012

Timing:

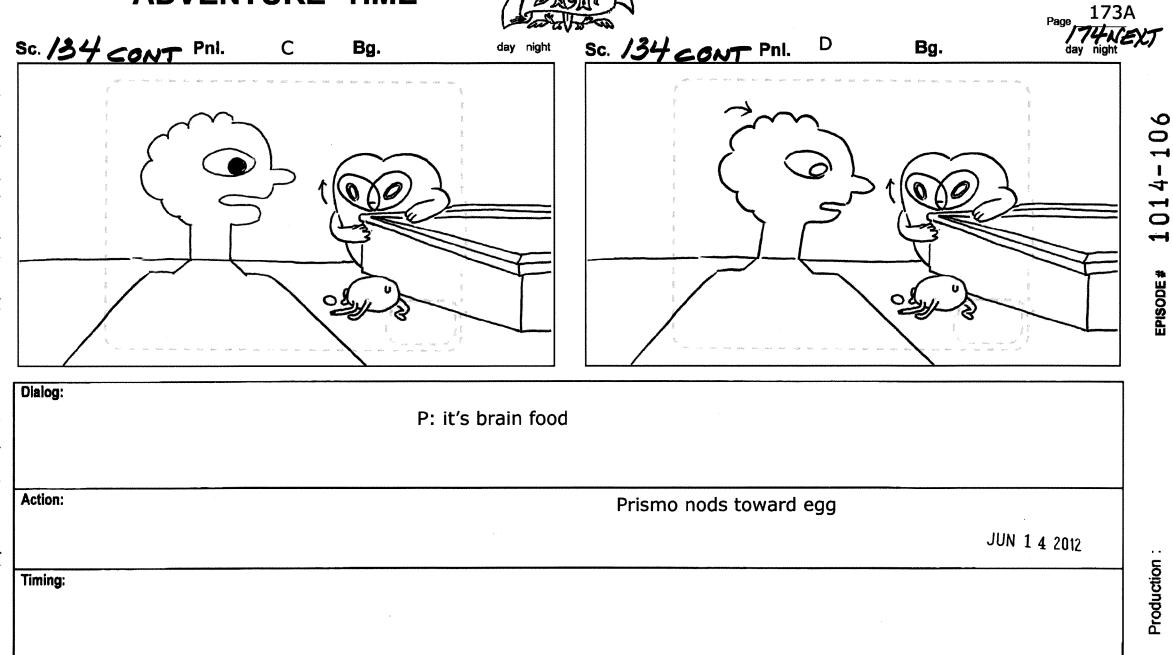
1014/106

Production:



N.K	ΔD	VEN	THE	E TIME	(,					
Sc.	134	Pnl.	A	Bg.	da	y night	Sc. /34	CONT	Pnl.	B	Bg.		Page 17	B DANEUT
										<u>}</u>		(5A)		EPISODE# 1014-106
Dialog:	wm	·) 4	·ocus, ?	JAKE			WM	HERE,	EAT TH	15	g com	чх X-diss te XX	> @ pof€ €99	
Action:									E BEAL	ns po Build	wn to Egg		4 2200	 E
Timing:									\$ X	hape 1.Diss	then to Egg	Z. 314		Production

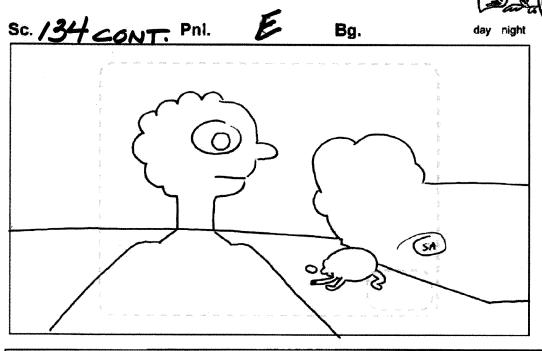


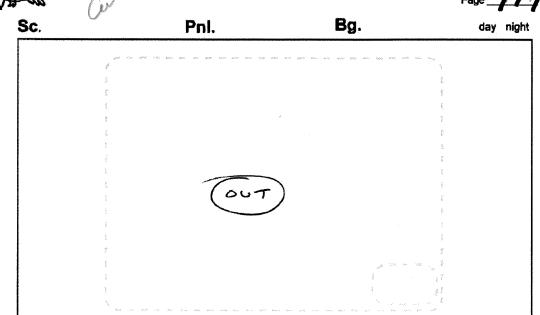


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ADVENTURE TIME





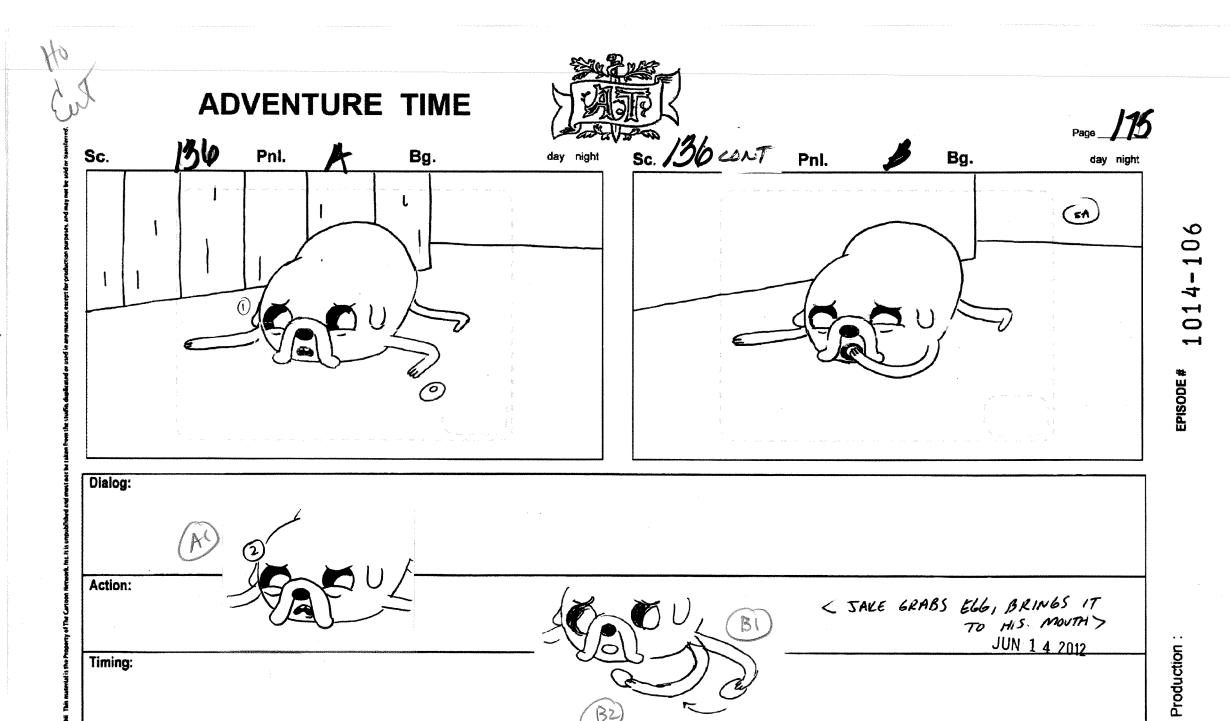
Dialog:

Action:

JUN 1 4 2012

Timing:

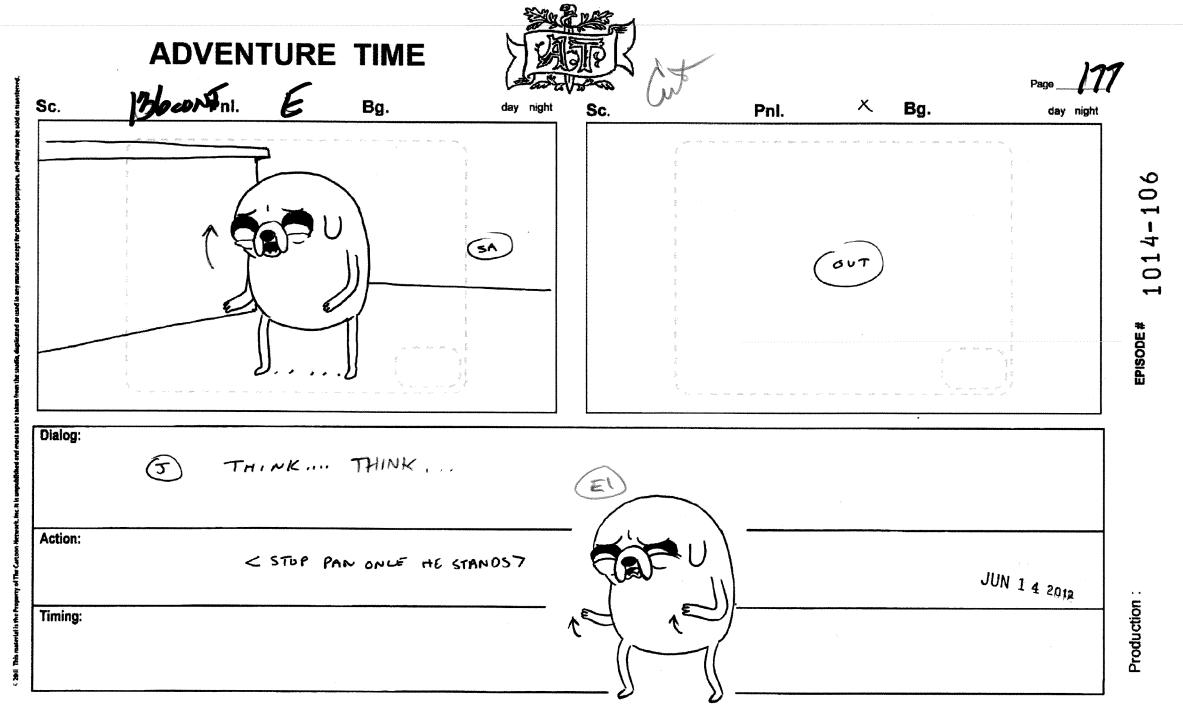
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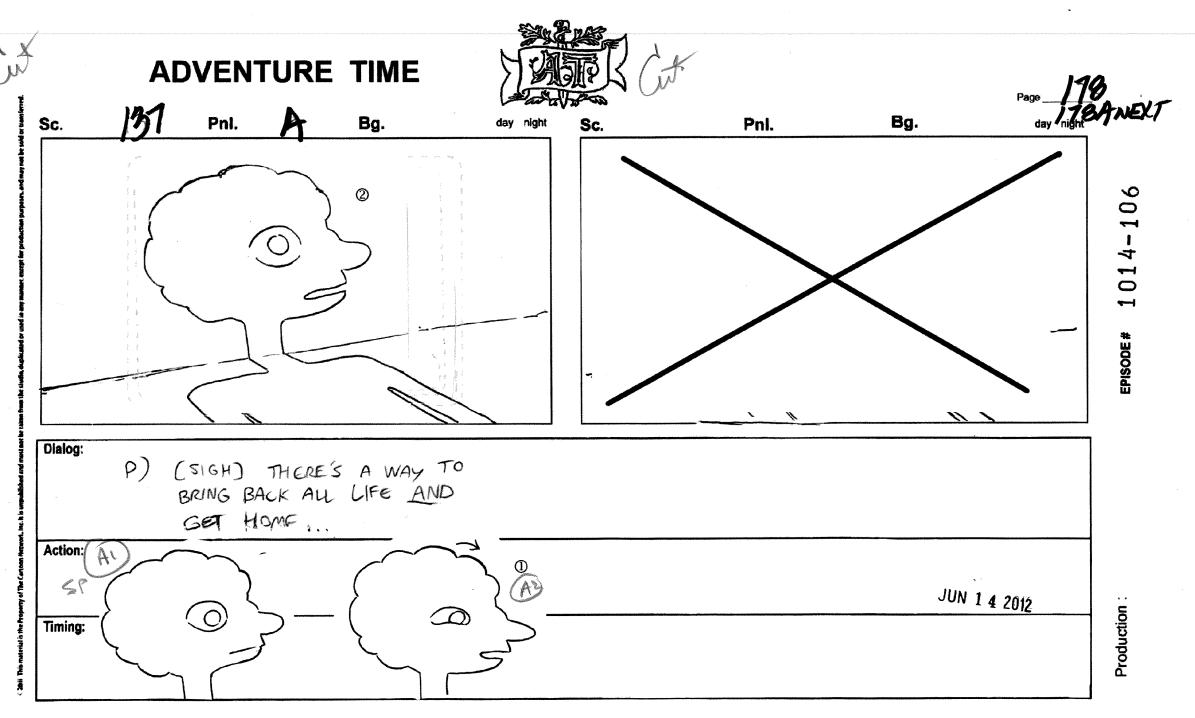


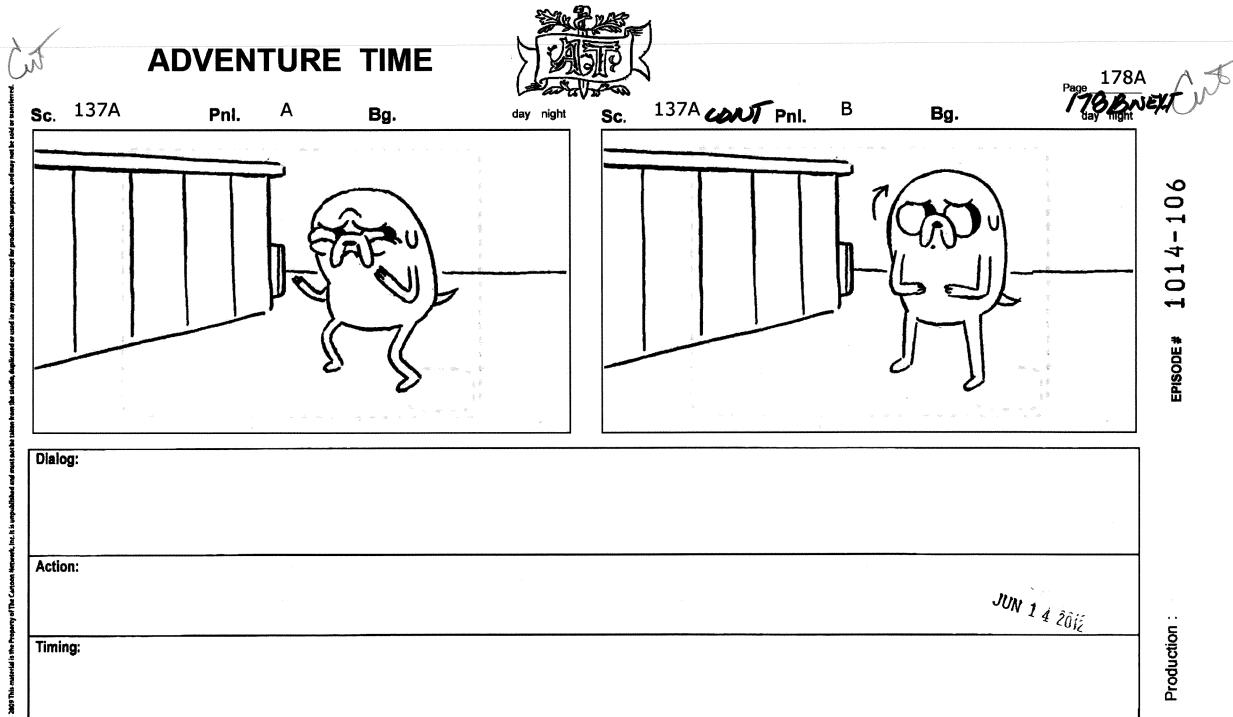
EPISODE#

Production:

ADVENTURE TIME Bob cantini. 136 CONT Pnl. Sc. Bg. day night Bg. Sc. (5A) Dialog: (1) [CHEWING] OK ... OK (EXHAUSTER)) JUN 1 4 2012 NAUSEUOS Action: < CAMERA PANS UP AS < JAKE CHEWS AS HE STANDS UP JAKE STANDS > HE STOPS HALFWAY Timing:











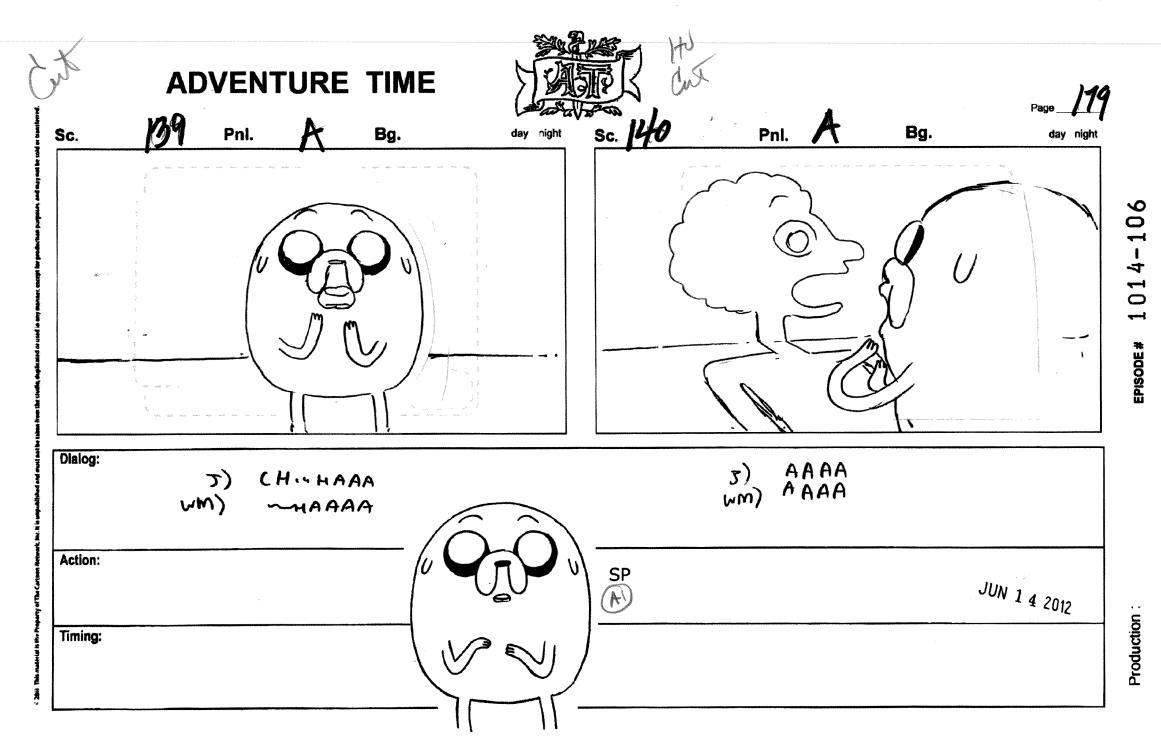
Sc. 138 Pnl. A Bg. day night Sc. 138 cont Pnl. B Bg.

Dialog:	P: you just have to chhh					
Action:	••••••••••••••••••••••••••••••••••••••	11				
Timing:		JUN 1 4 2012				

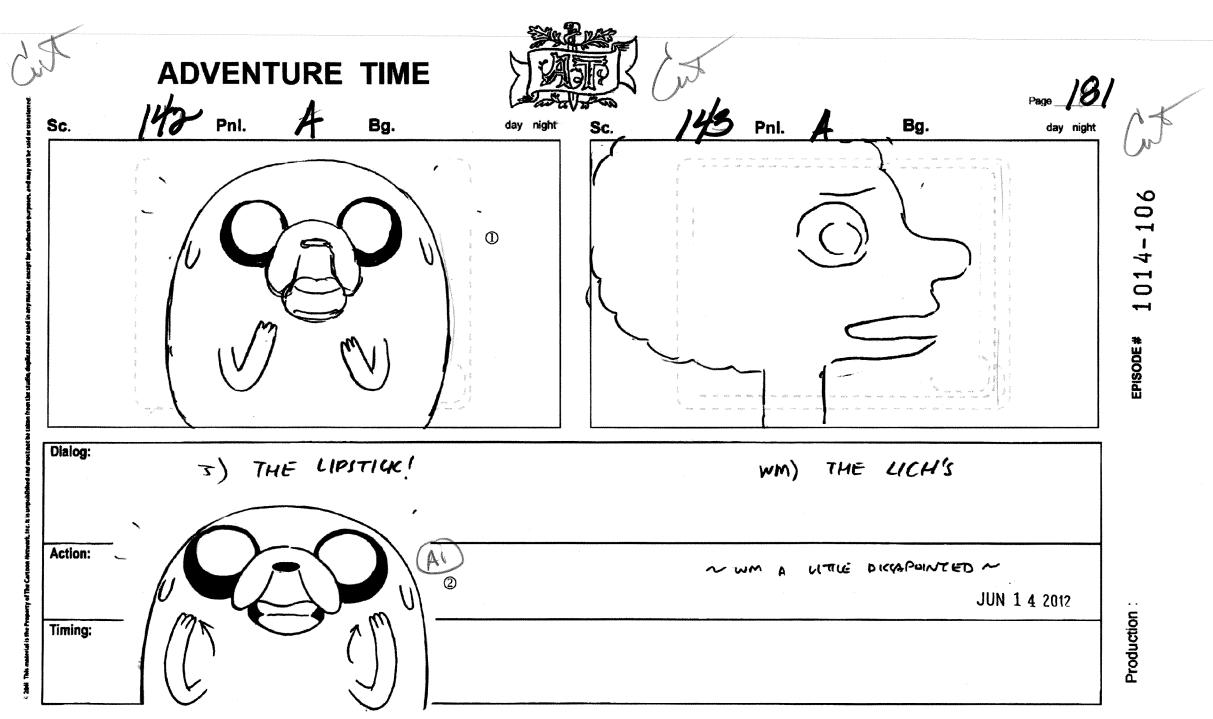
1014/106

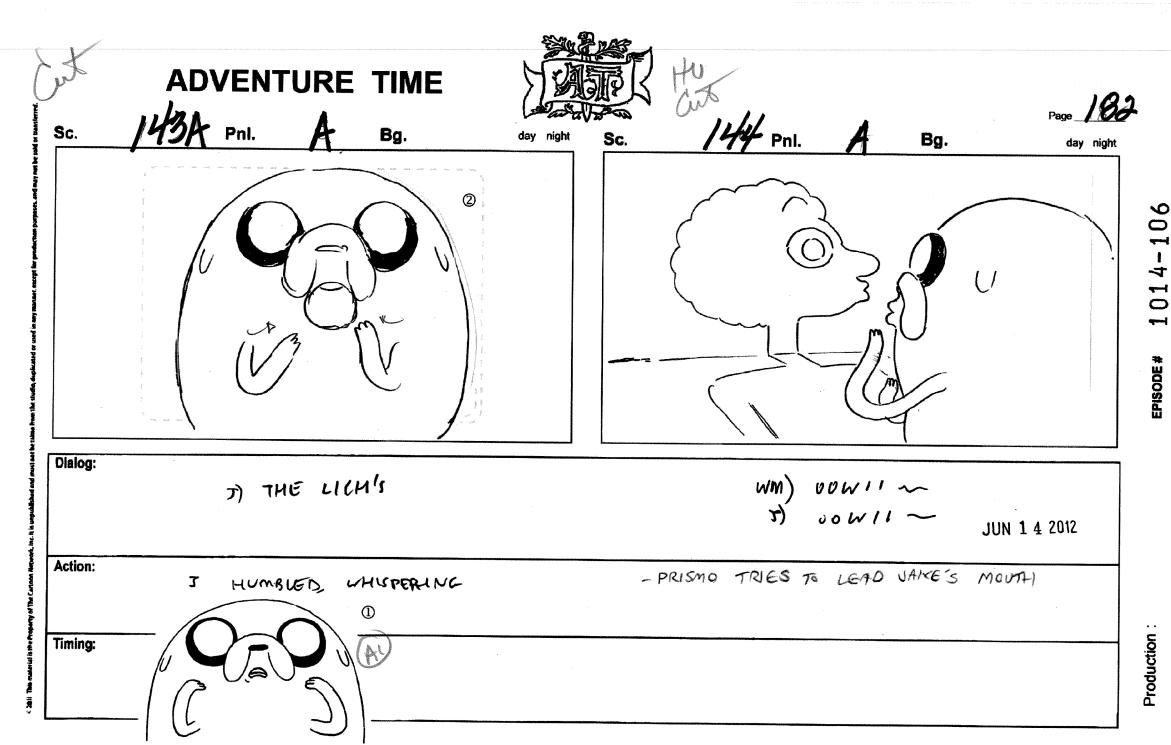
Production:

EPISODE#



ADVENTURE TIME Sc. 140 LON Pril. B Bg.	day night Sc. 141 Pnl. A Bg.	Page 180
		EPISODE # 1014-106
Dialog: J) -ANGE! WM) -ANGE!	WM) THE LI-	
Action: Timing:	JÜ	V 1 4 2012
······································		Production :

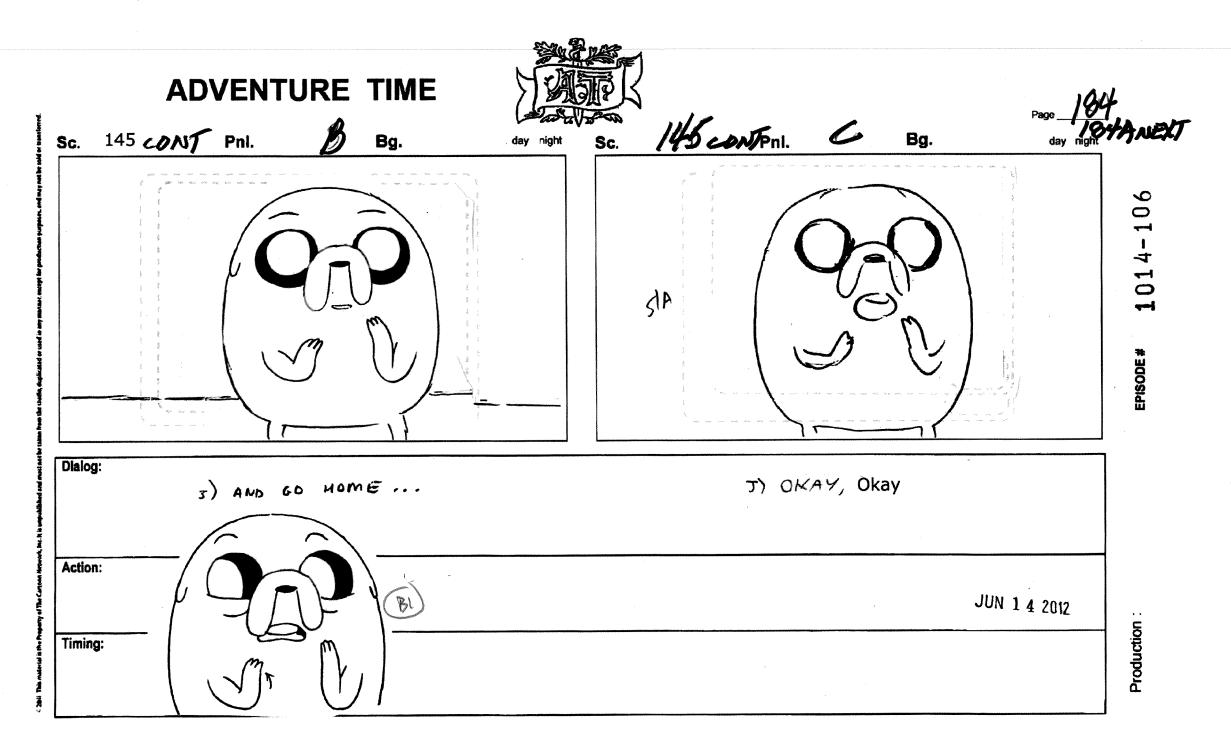




Sc. HH LOW Pol. B Bg.	day night Sc. Pnl. A Bg. day night
S(A)	
Dialog: wm)// SH T)/// SH	P) AND GO HOME
Action: Timing:	SP JUN 1 4 2012

1014-106

EPISODE#

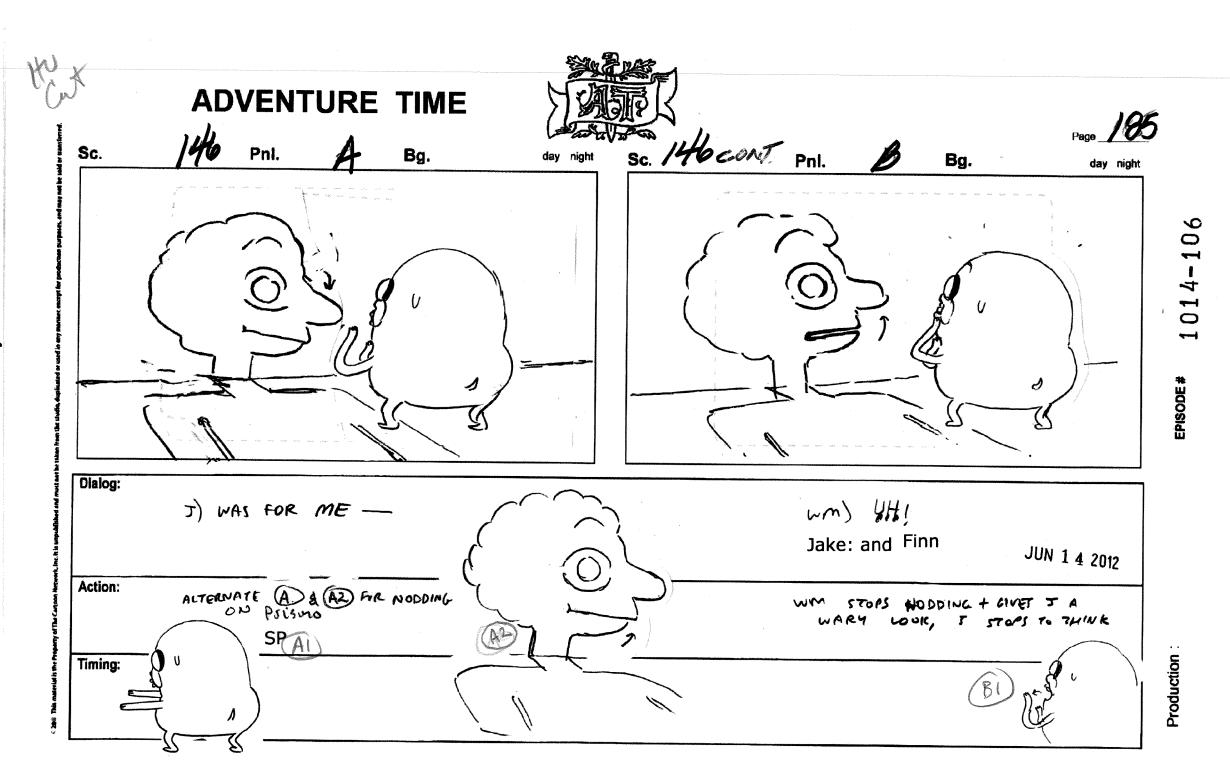


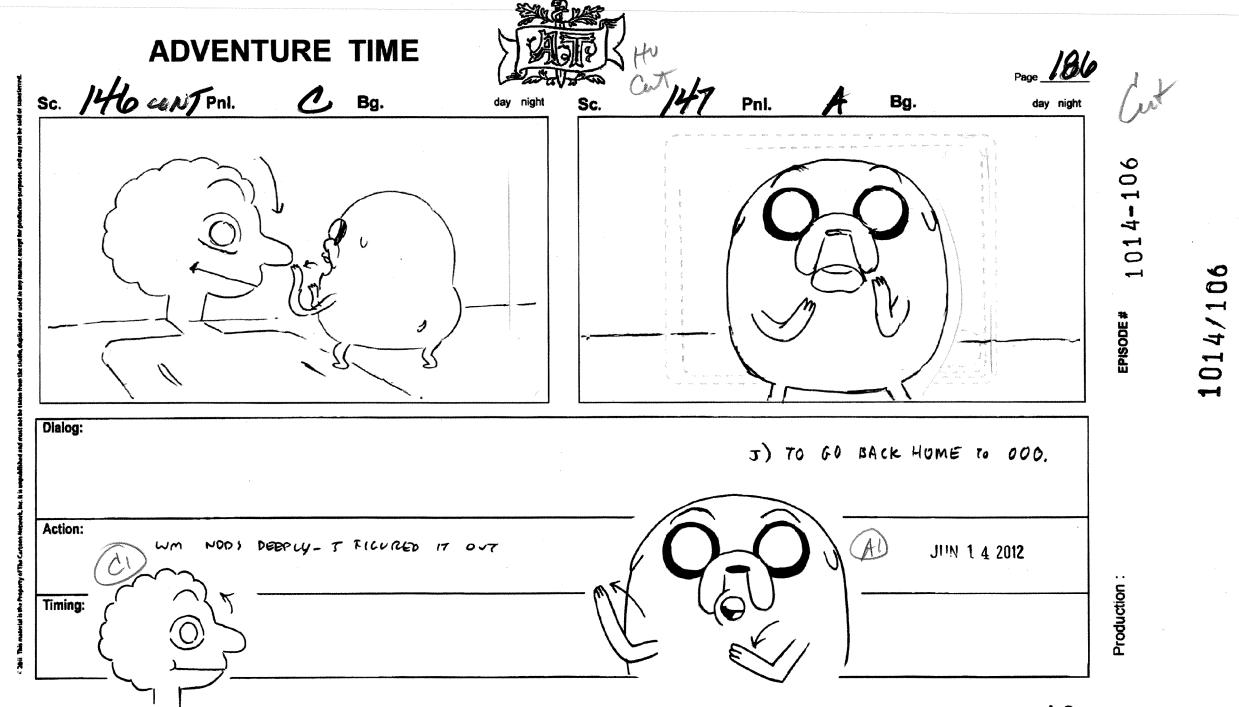


Sc. 145 cont Pnl. D Bg. day night Sc. 145 cont Pnl. E Bg. 184A

Jake: I wish	Jake: the Liches wish
Action: Timing:	JUN 1 4 2012

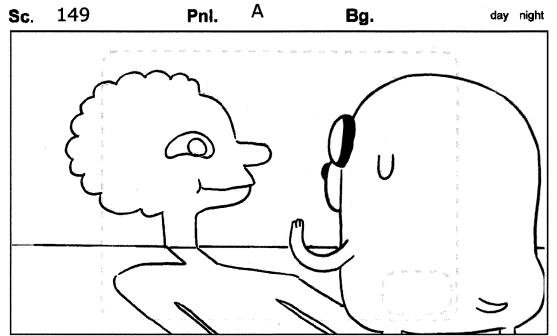
Produc

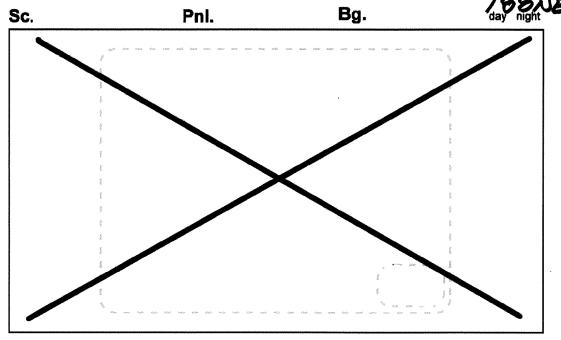












Dialog:	
Action:	
	JUN 1 4 2012
Timing:	
Timing:	

Production:

1014-106

EPISODE #

1014/106

ADVENTURE TIME Sc. 149 CONT Pol. B Bg.	day night Sc. 149 can T	PagePage	38 384NEXT
	SIA		EPISODE# 1014-106
Dialog: wm) SEE YA! S/	X-DISS W/RIPPIE & Rack facus TI A Sc 11 EPS. # 105 "FIN the H	uman "	
Action: - 3 STARTS TO VAN	JISH	JŨN 1 4 2012	 E
Timing:			Production :

Timing:

014 - 106

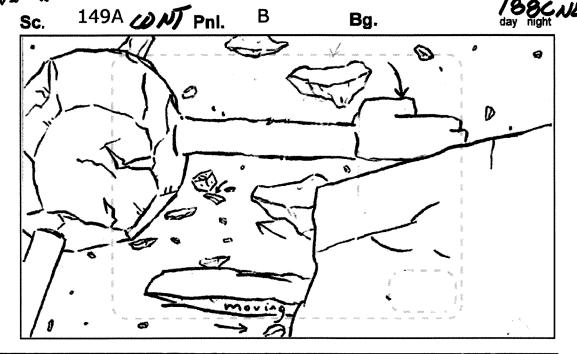
ADVENTURE TIME 188A 149 CONT Pnl. 149 CONT Pnl. Bg. Bg. Sç. Dialog: CO: hooo! JUN 1 4 2012 Action:

Production:





Sc. 149A Pnl. A Bg. day night



Dialog: RE-USE FIRST 312 FEET OF SC 6 ESP. # 105 "Fin the Human" W/out FIN & JAKE.

JUN 1 4 2012

Action:

*bigger rocks should be slowly moving/rotating

Timing:

Production:

01

188B

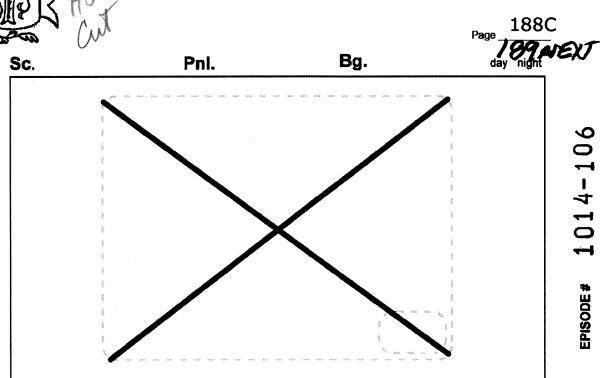
014 - 106

EPISODE #

ADVENTURE TIME



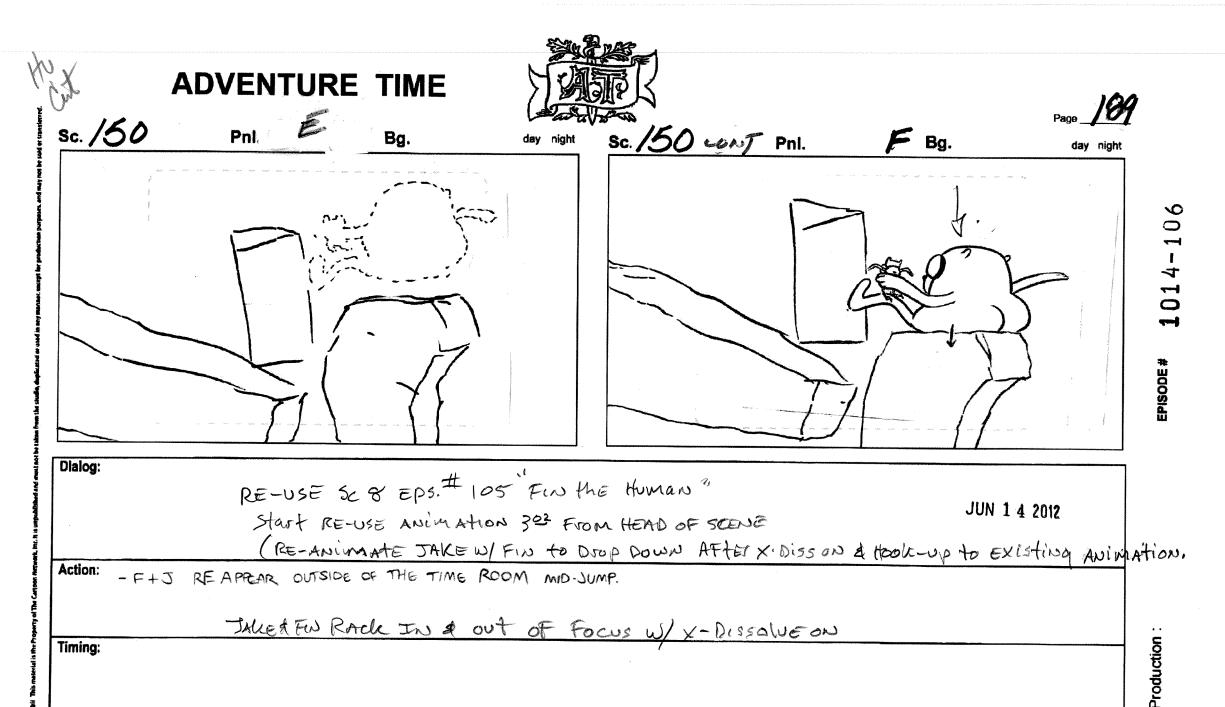
149A CONT Pnl. C Bg. Sc.

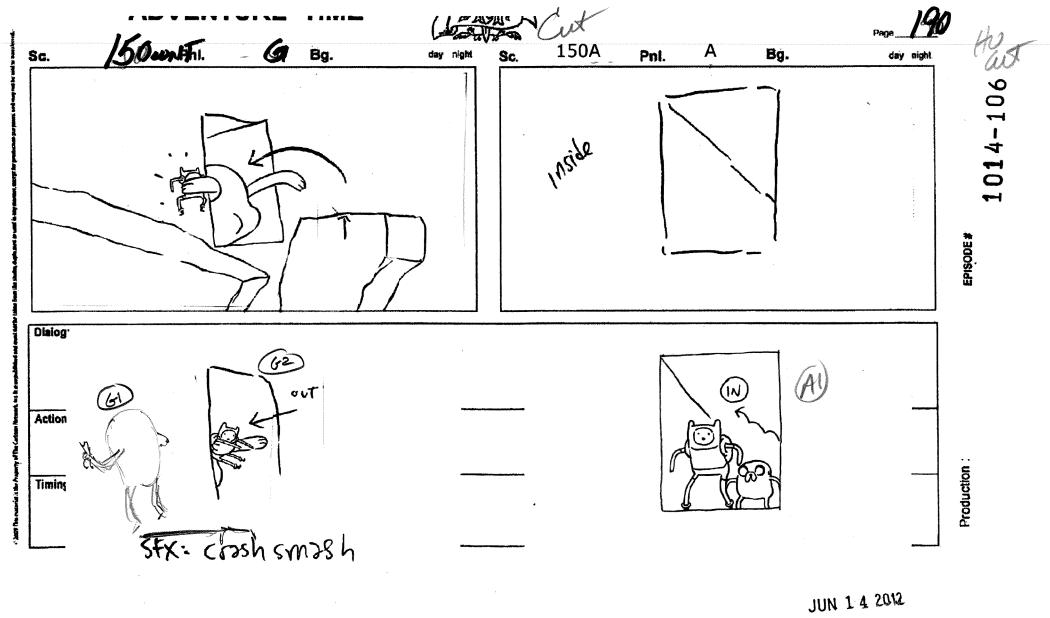


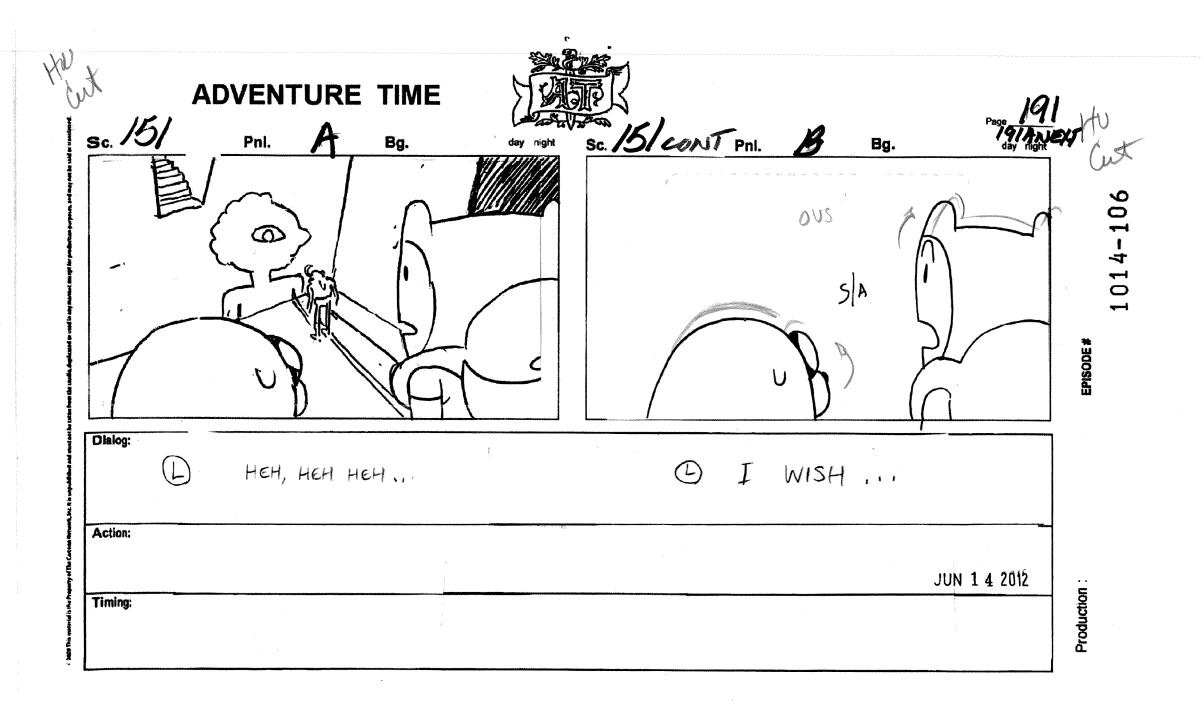
Dialog: Cont RE-USE OF SCB EPS# 105 JUN 1 4 2012 Action: Timing:

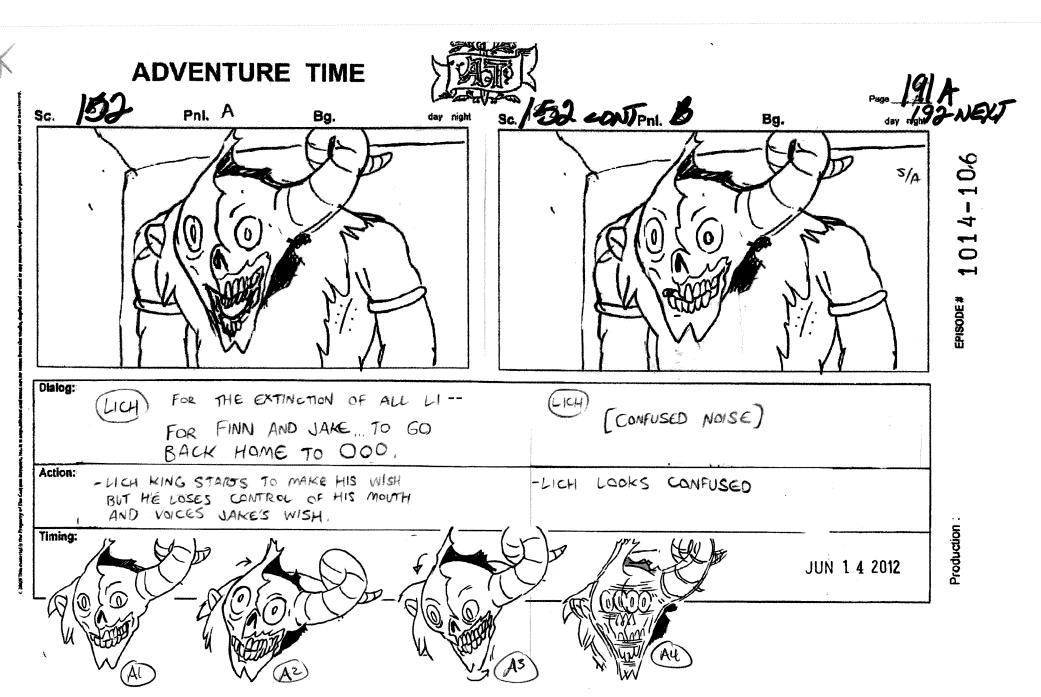
1014/106

Production:





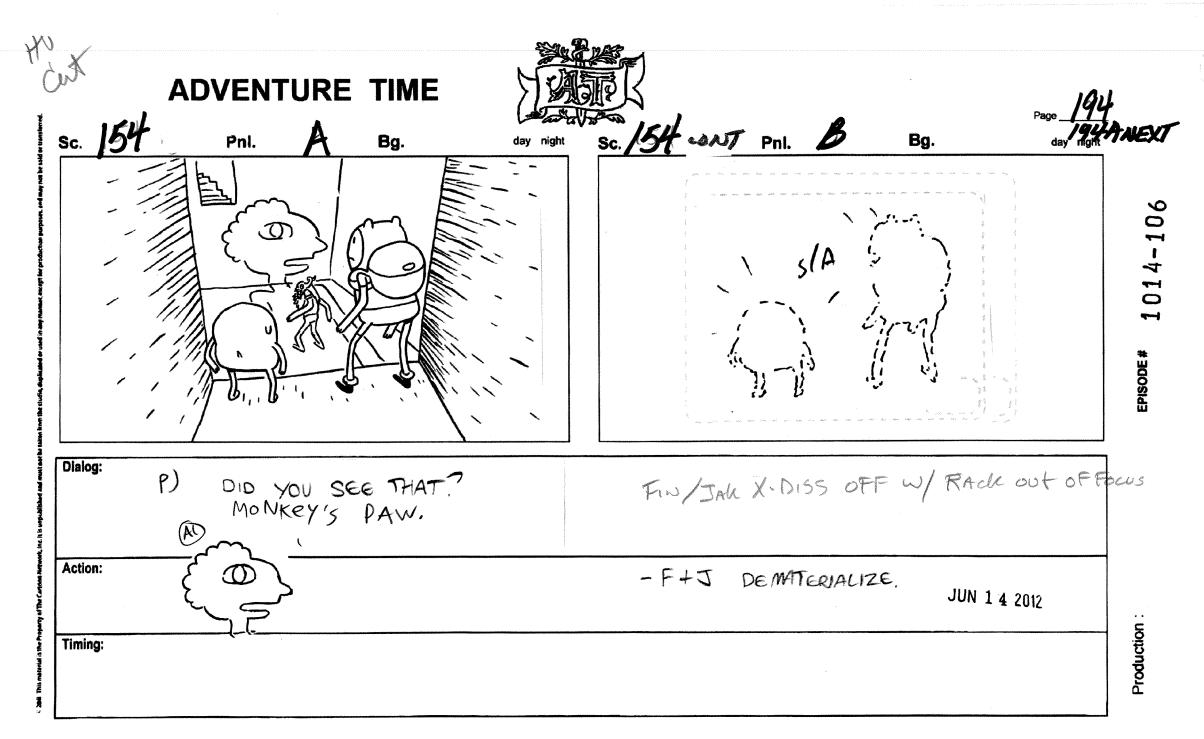


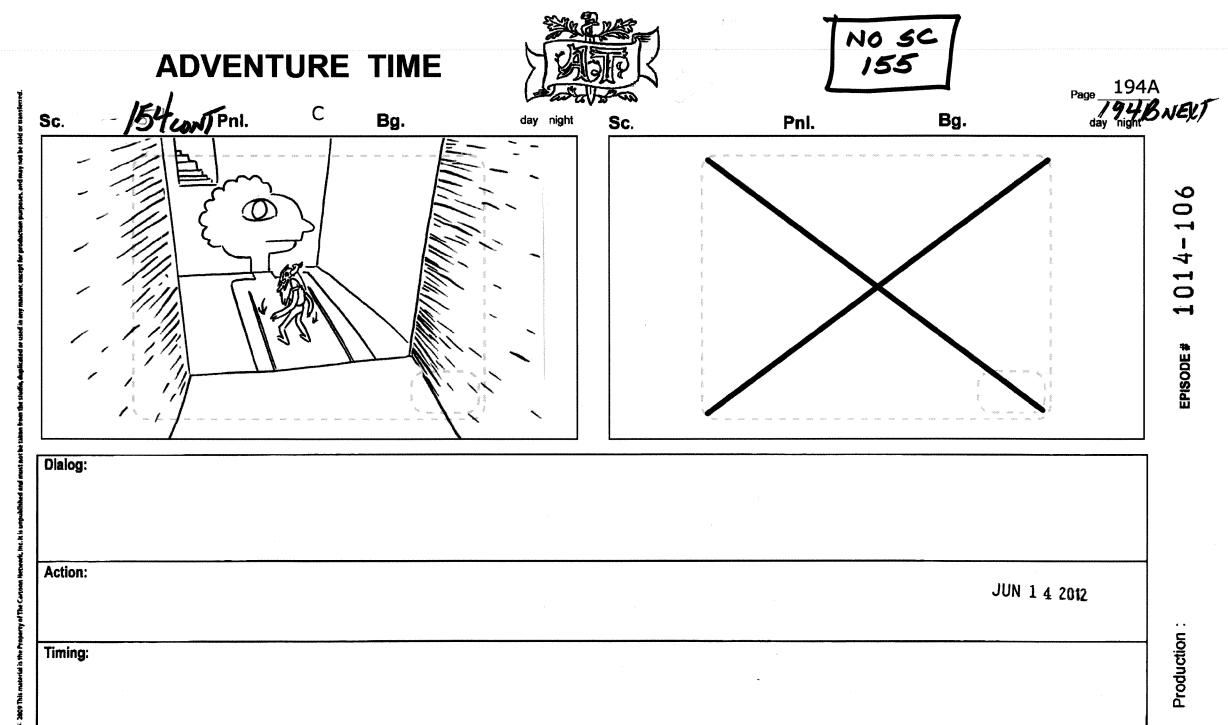


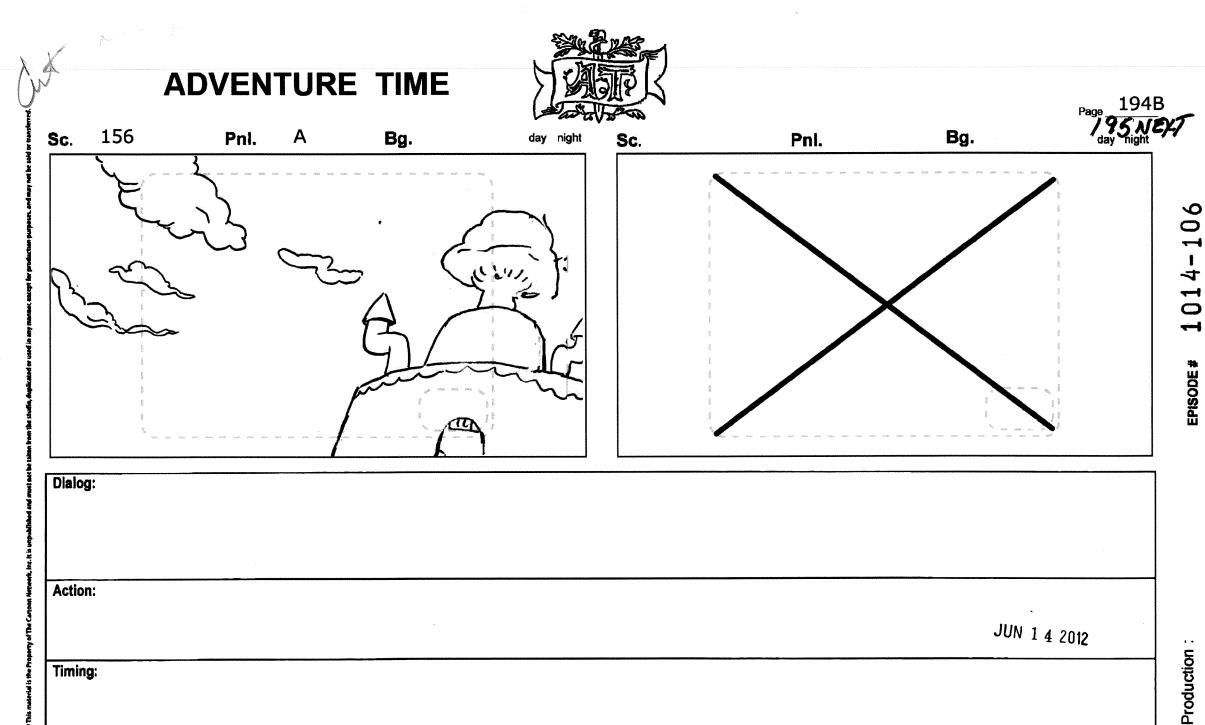
ADVENTURE TIME	BIEL 192
Sc. 158 CONT Pol. C Bg. day night	Sc. 153 Pnl. A Bg. day night
Dialog: LK) NO-WAIT! THAT'S NOT WHAT I WISH FOR.	WM) SORRY CUY, YOU ONLY GET ONE WISH.
Action:	JUN 1 4 2012
Timing:	· · · · · · · · · · · · · · · · · · ·

EPISODE #

ADVENTURE TIME	T WARREN		Page 193	H
Sc. 153 continue B Bg.	day night Sc. 153	cont Pnl. C Bg.		Cut
				EPISODE# 1014-106
Dialog: WM) HEY JAKE,,,				
Action: - WM LOOKS UP	- LICH TUI	RNS BACK TO LOOK AT JAKE	JUN 1 4 2012	<u>:</u>
Timing:				Production :





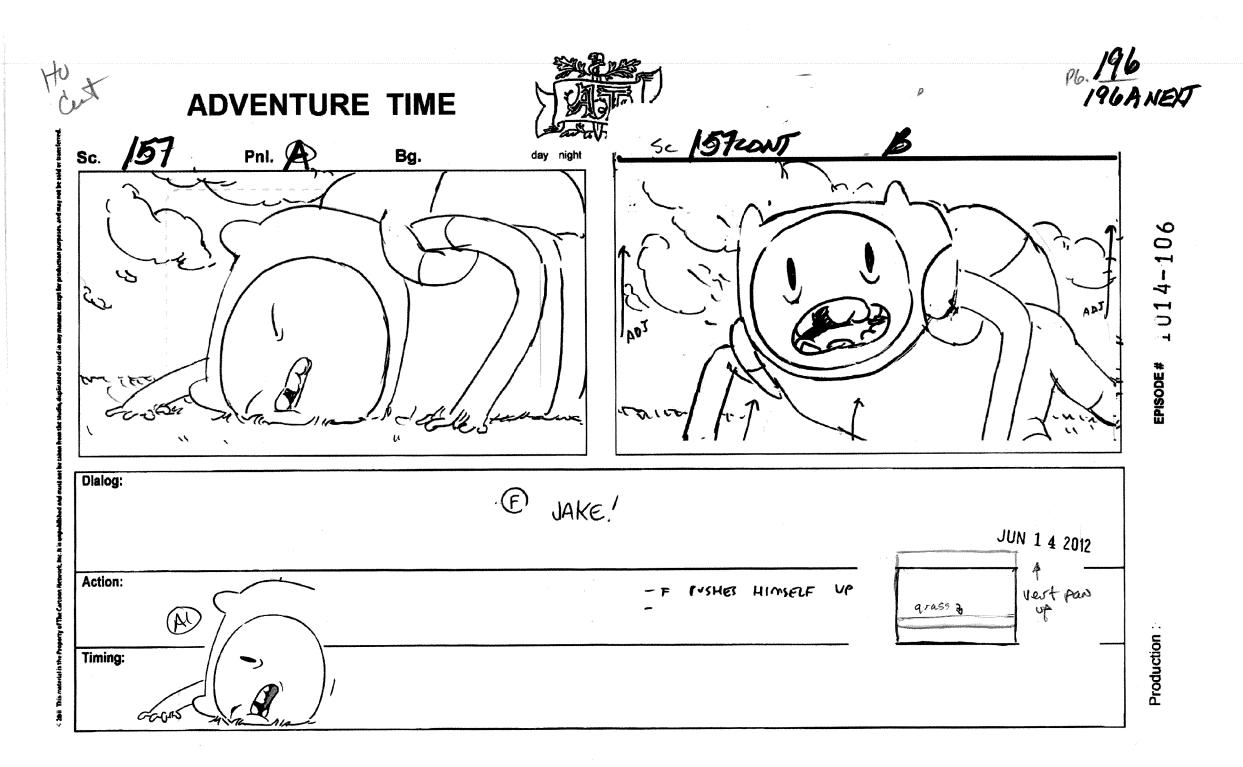


ADVENTURE TIME Page 195 156 con 5/11. 156 consport Sc. Bg. Bg. SIA Dialog: FIN/JAK XIDISS ON W/ RACK FUTO FOCUS F+3: CIMPACT GRUTT Action: FIJ MATERIALIZE IN CANDY KINGDOM C. TOUDE OF FRONT OF BUBBLESUM + THE LASTLE Timing:

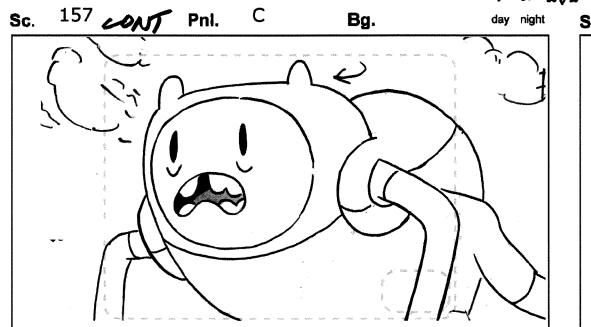
1014/106

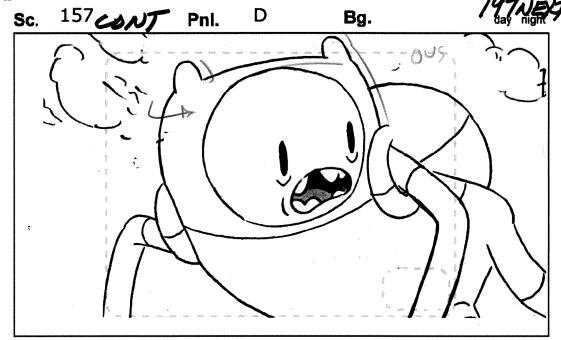
014-

EPISODE#









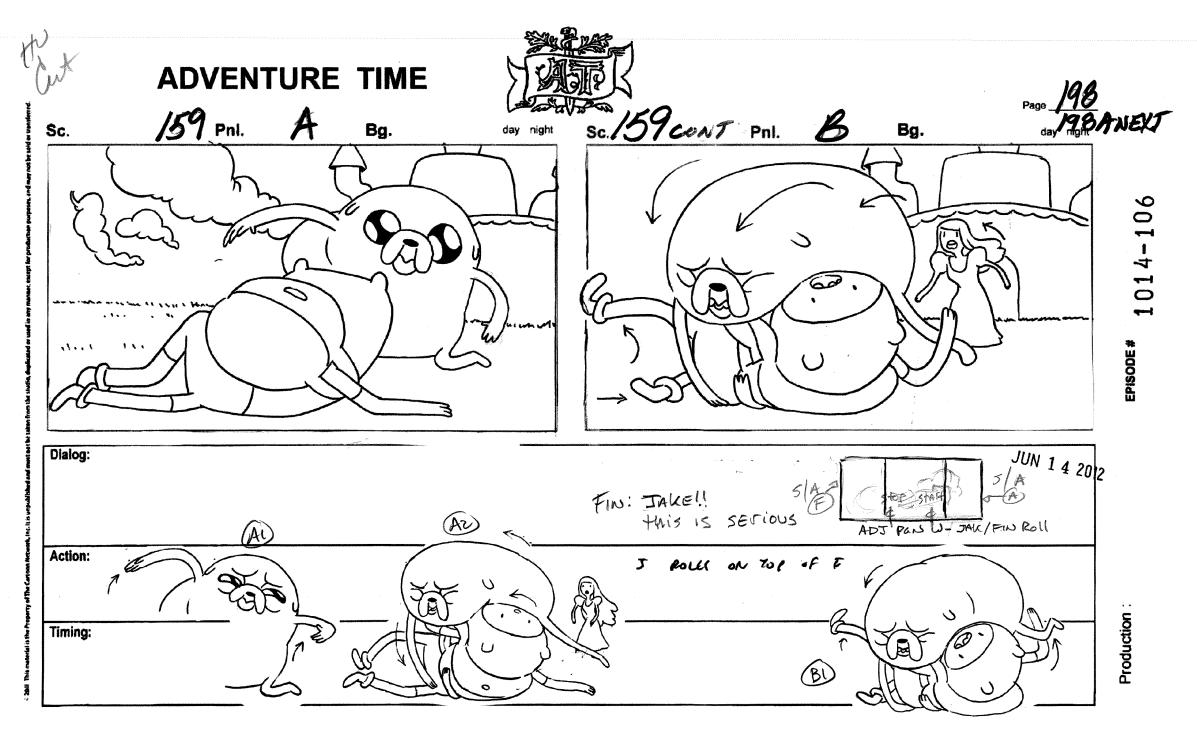
Dialog:	Finn: Whay would the Lich wish	Finn: wha- Jake?!
Action:		JUN 1 4 2012
Timing:		

1014/106

Production :

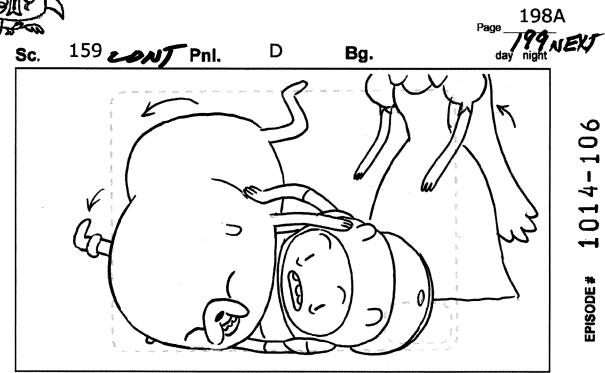
196A

014 - 106



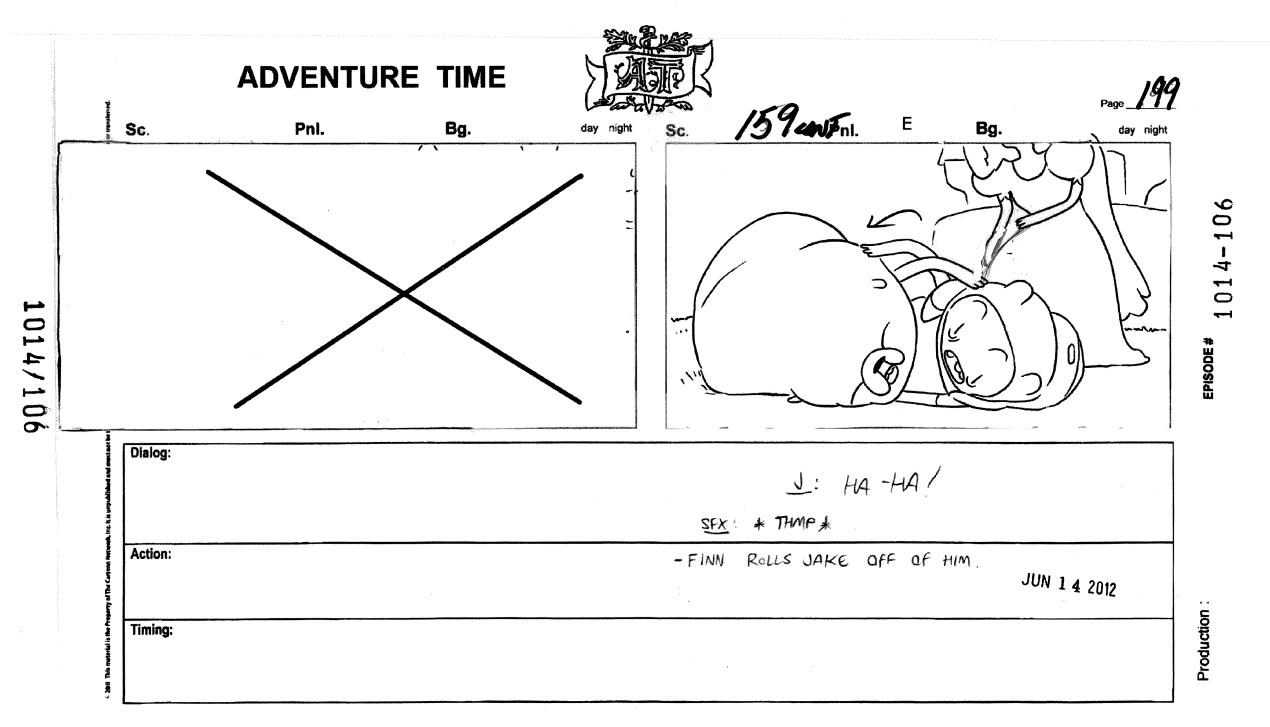


Sc. 159 Pnl. C Bg. day night

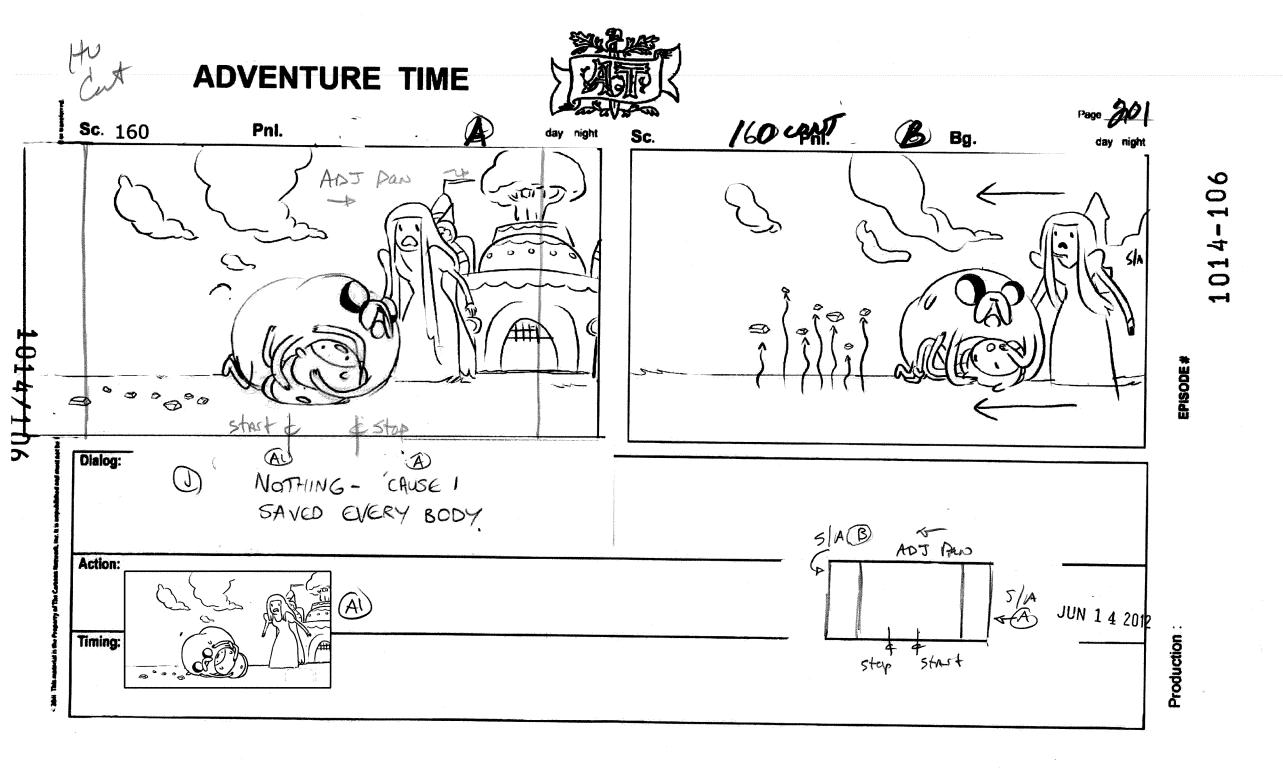


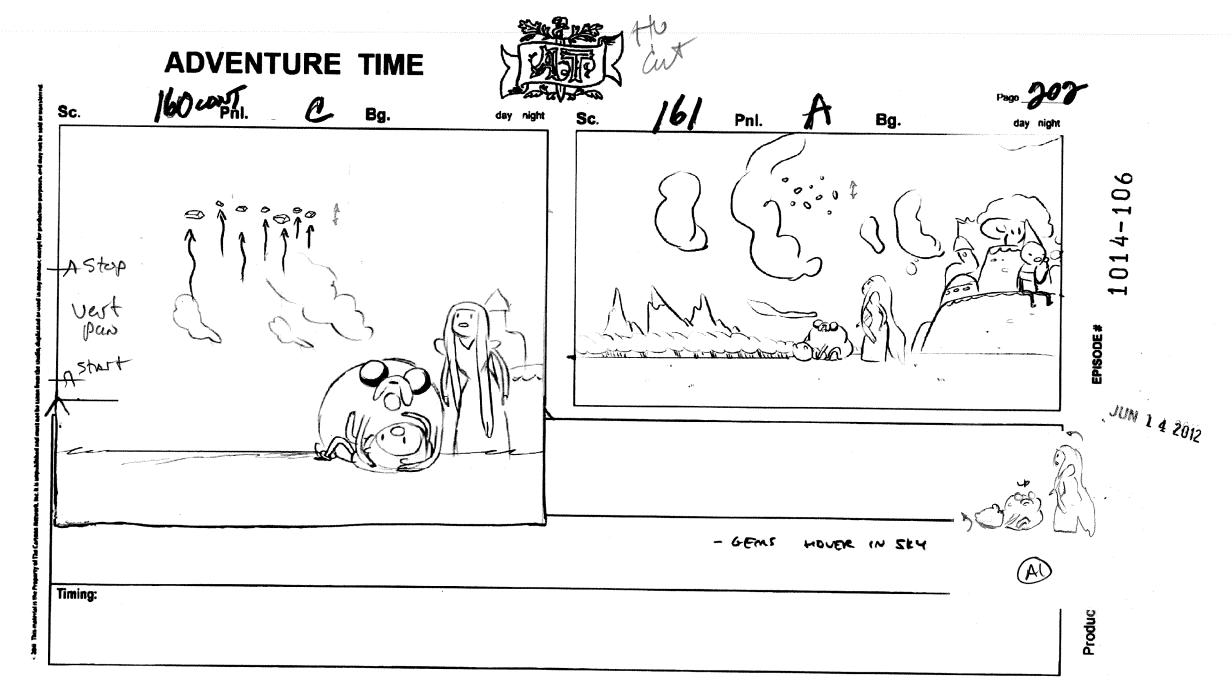
Dialog:	Finn: something really messed up	Finn: is happening!	
Action:			JUN 1 4 2012
Timing:			

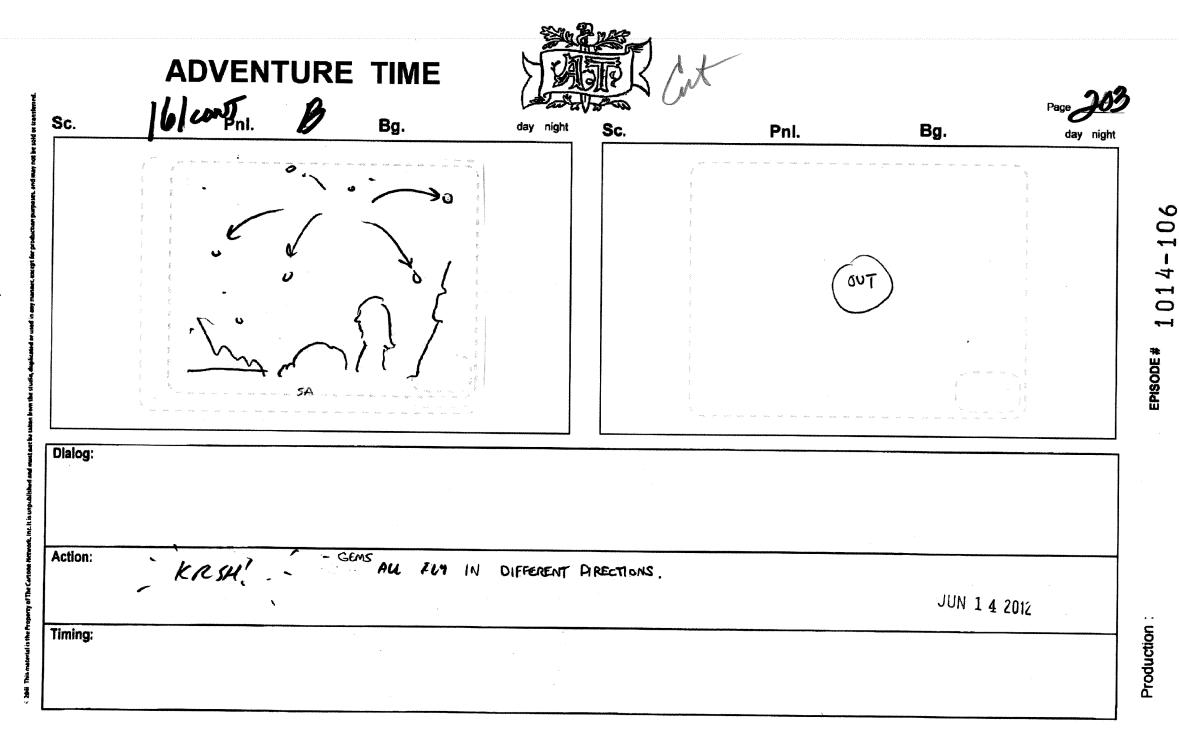
Producti



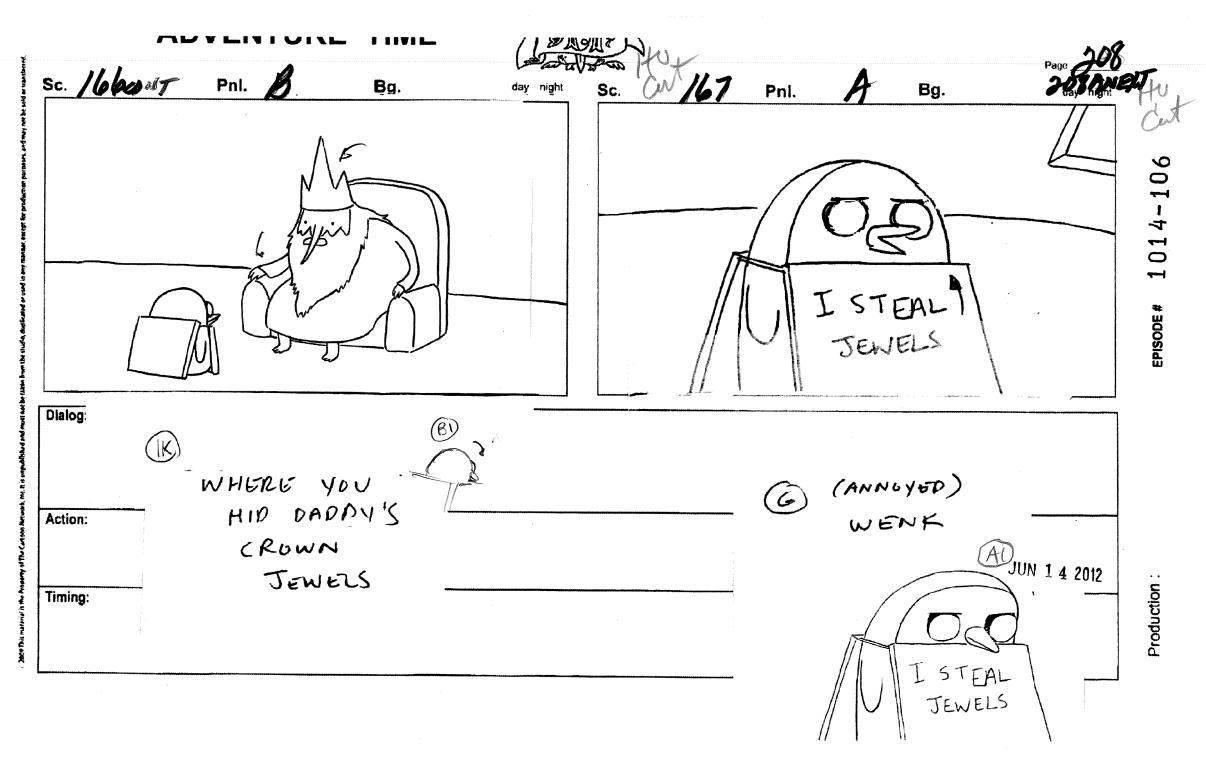


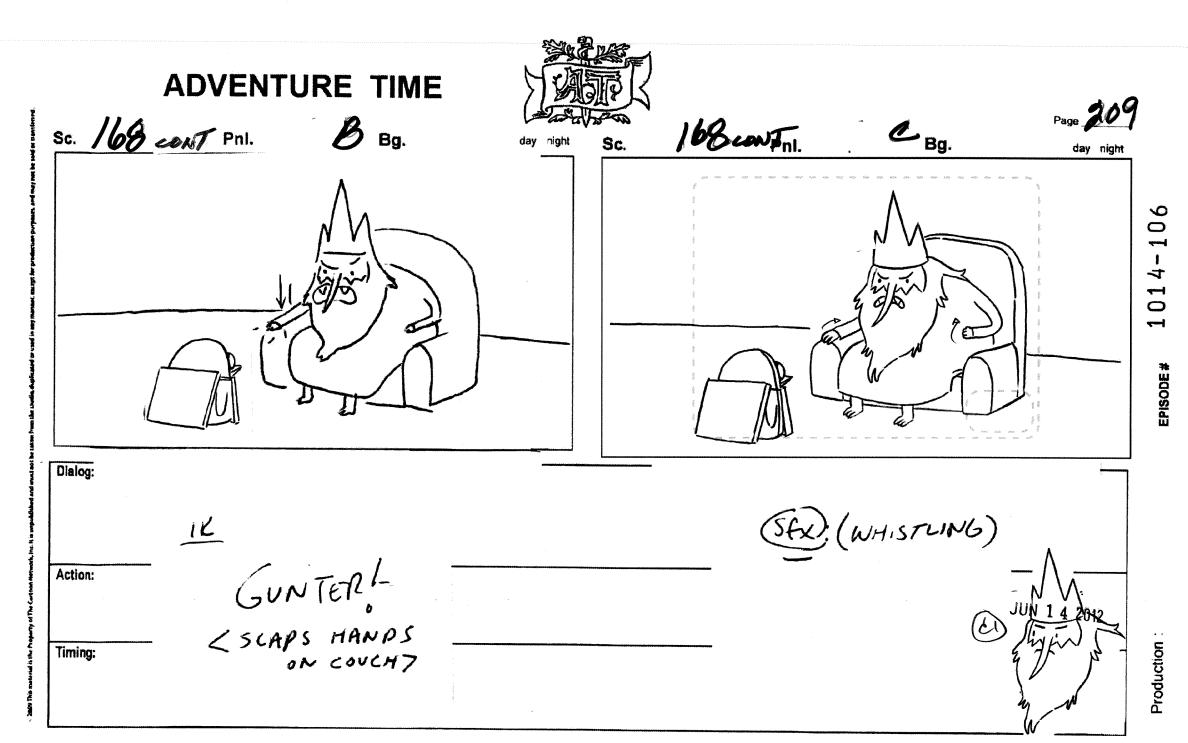






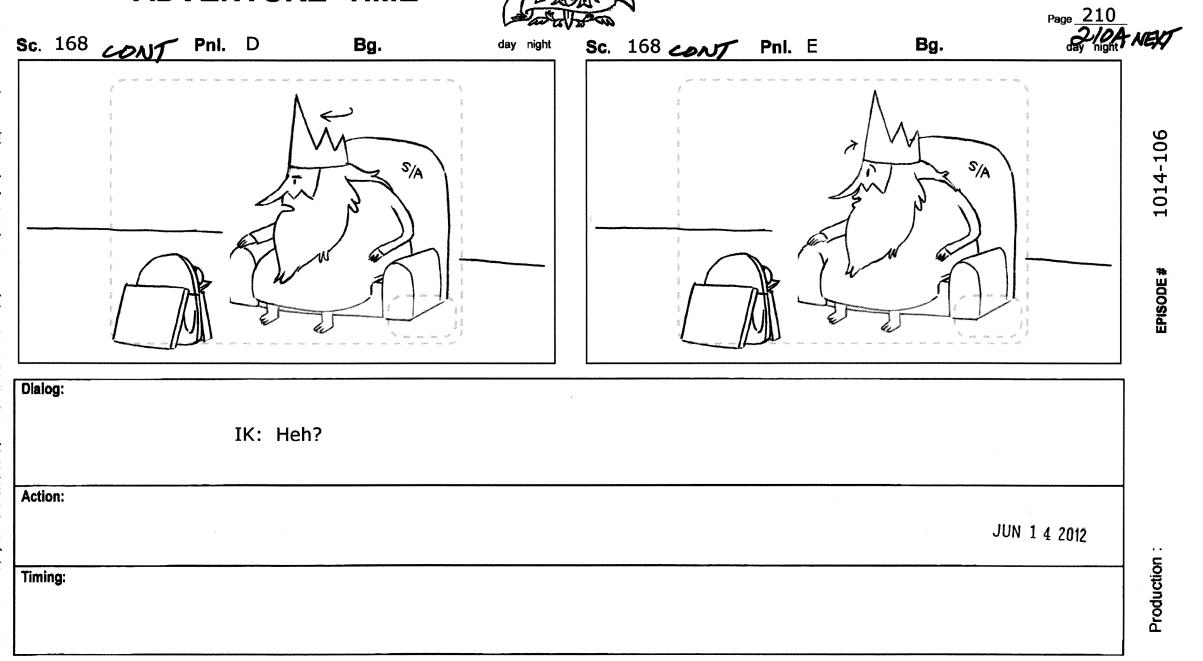
Sc.	ADVENTURE TIME	day night Sc. 162 while Bg. Page 304 day night	Cust
		GEM BY BZ B3 (BU): O O O O O O O O O O O O O O O O O O O	EPISODE# 1014-106
Dialog:		SFX: *THOOMP!	~
Action:		- GEM FLIES JUN 1 4 2012 - GEM SLOWS AS IT PASSES THROUGH AMNION GEM GOES BACK INTO EMBRYO PRINCESS'S CROWN.	
Timing:			Production :





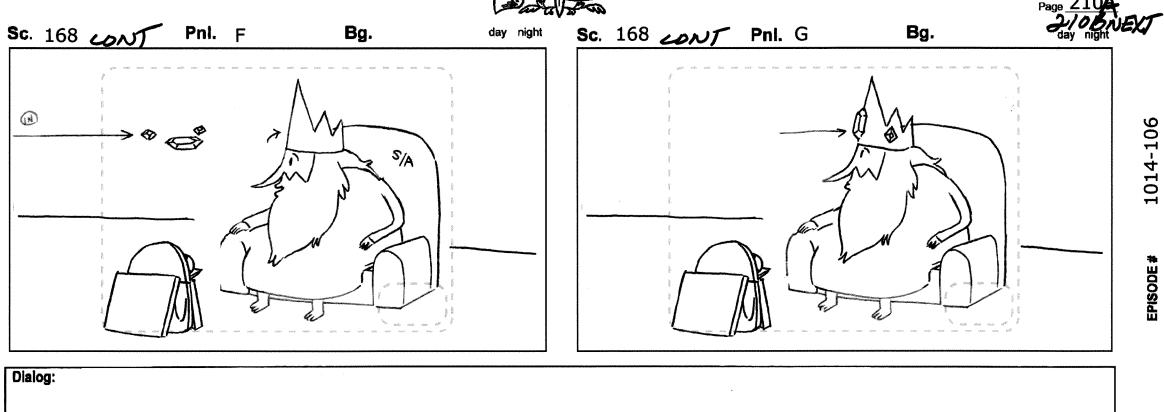
ADVENTURE TIME





ADVENTURE TIME





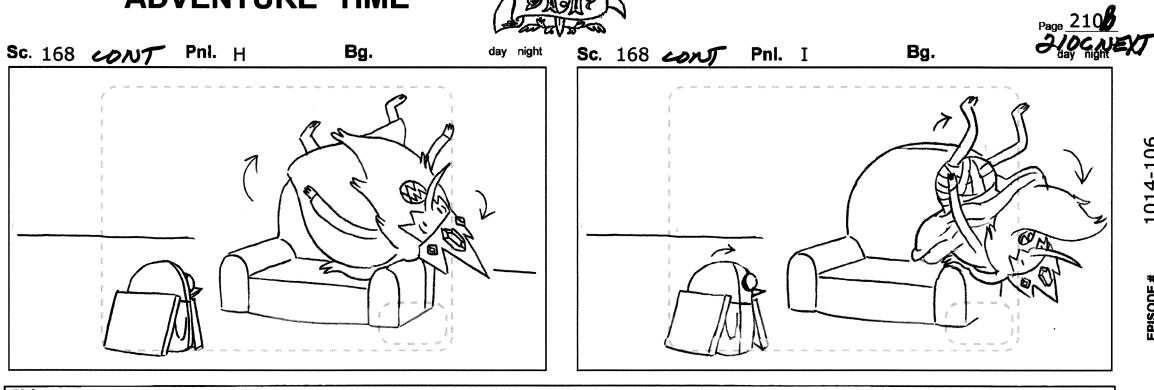
Dialog:	SFX: Thump!				
Action:	<jewel fly="" in=""> JUN 1 4 2012</jewel>				
Timing:					

Production:

EPISODE #

ADVENTURE TIME





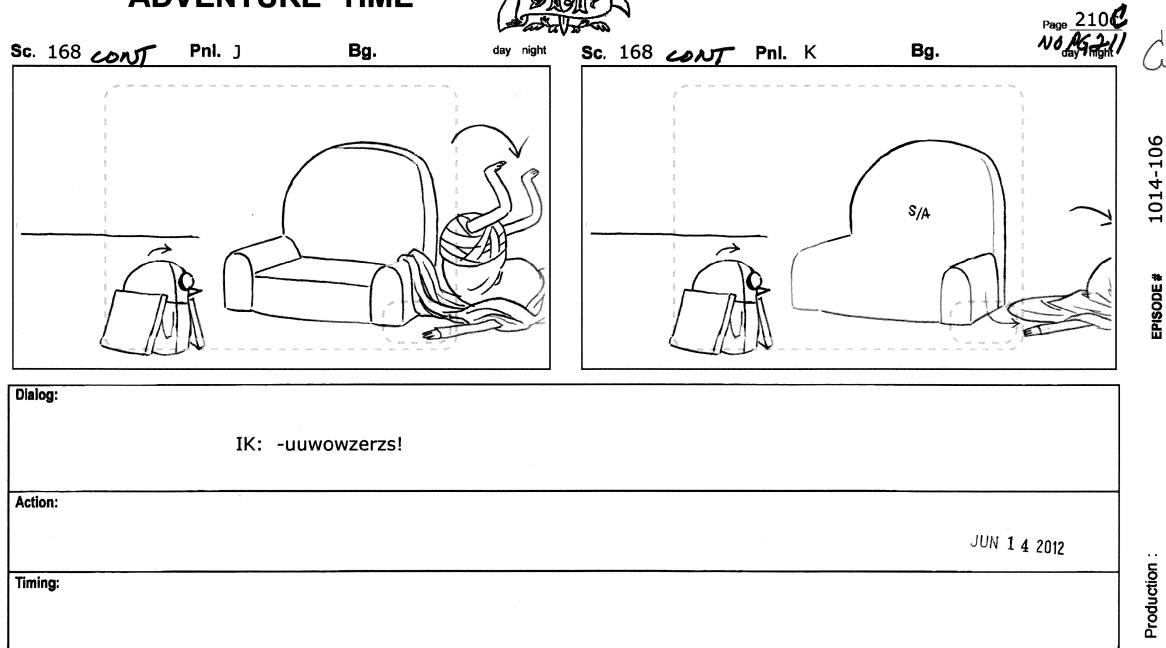
Dialog:		IK: Ooo!-
Action:	<jewels crown="" hits="" ik's=""></jewels>	JUN 1 4 2612
Timing:		

1014/106

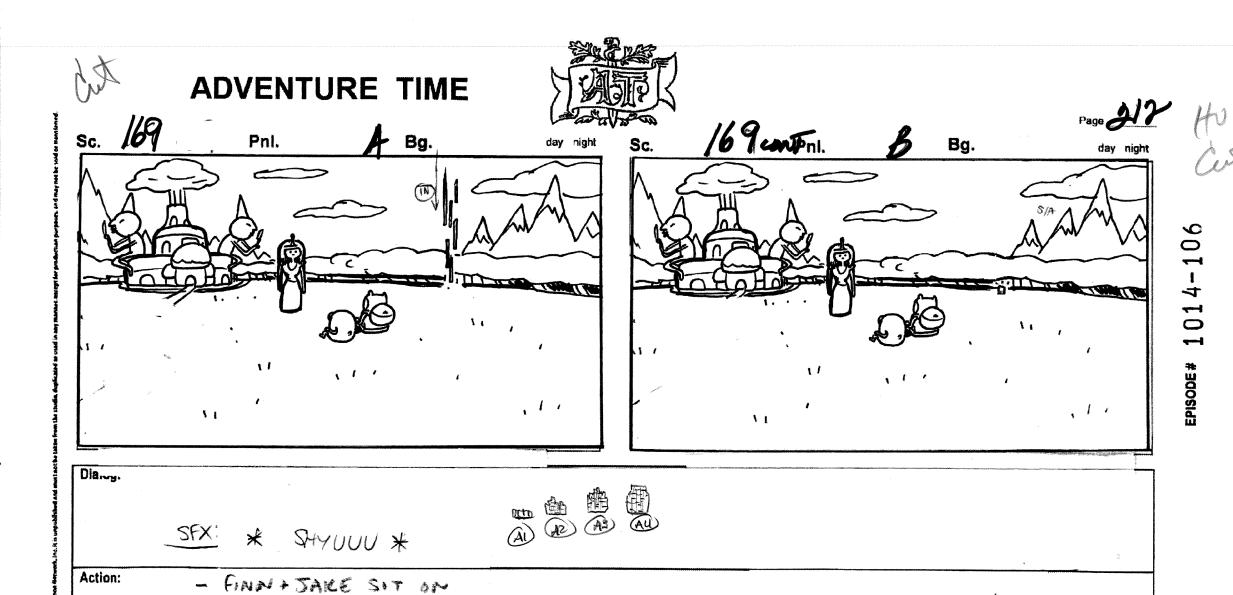
Production:

ADVENTURE TIME





Timing:



THE SKOVNOS

BEAMS OF LIGHT ENTER

AND COALESCE INTO

RED SQUARE

PICKLE JAR

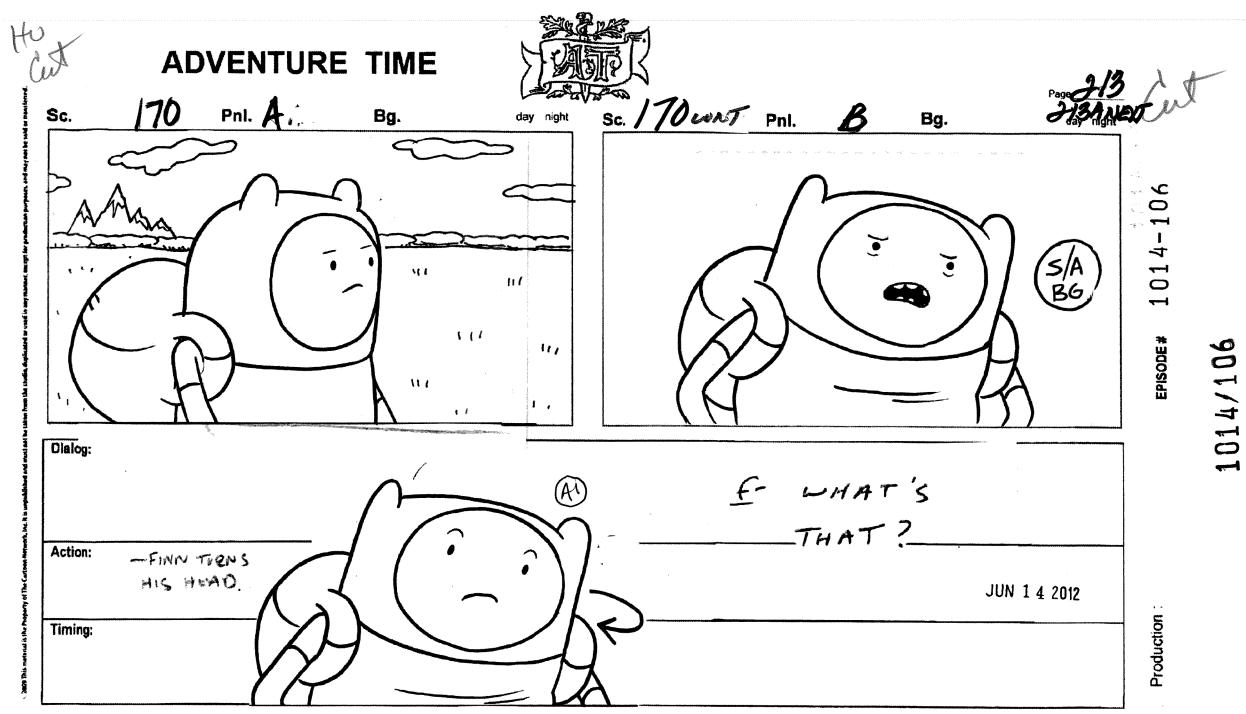
014/106

Production:

1014/104

JUN 1 4 2012

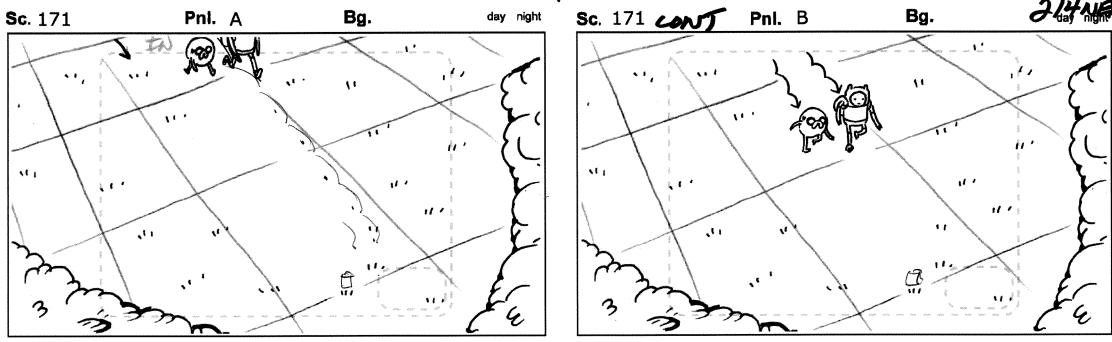
- JBJECT SHIMMER ! IN THE DISTANCE



Cut

ADVENTURE TIME





Dialog:	
Action:	
	JUN 1 4 2012
Timing:	

Production:

1014-106

EPISODE #

-	ADAFILIOUF	I IIVIL	TO THOUSE A	2		Page 344	tu
Sc. 171 CON	T Pnl. C	Bg.	day night Sc.	MeanTen. D	Bg.	day night	
			\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\				EPISODE # 1014-106
Dialog:				·			
Action:			- F	HS WALK ON/S AND STOP I		N 1 4 2012	
Timing:						· + 4 ZUIZ	Production :

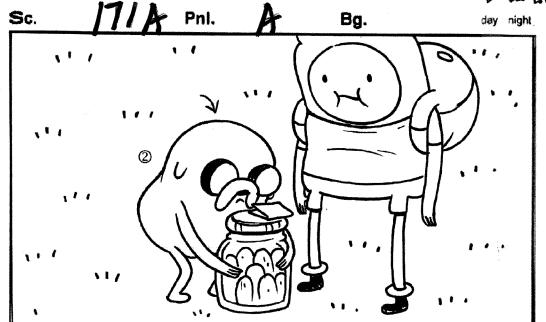
1014-106

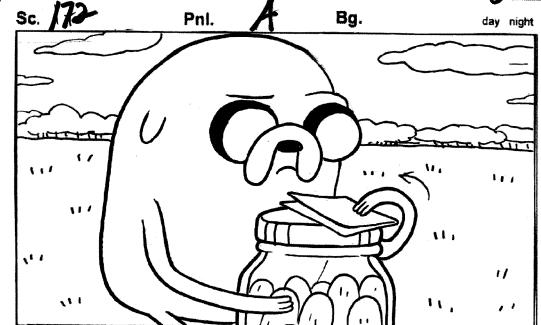
EPISODE #

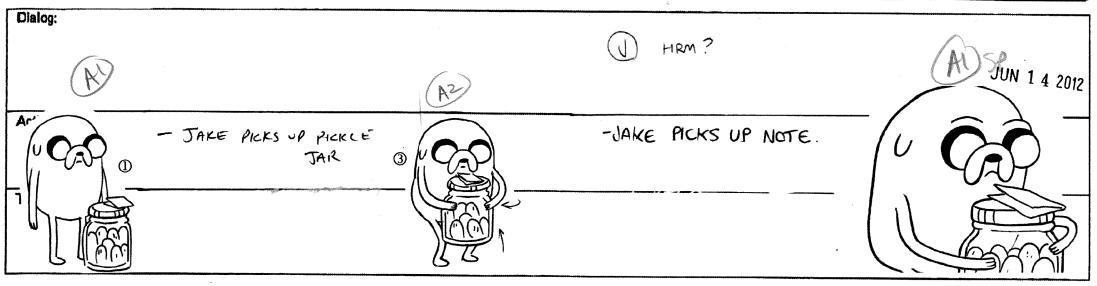
ADVENTURE TIME



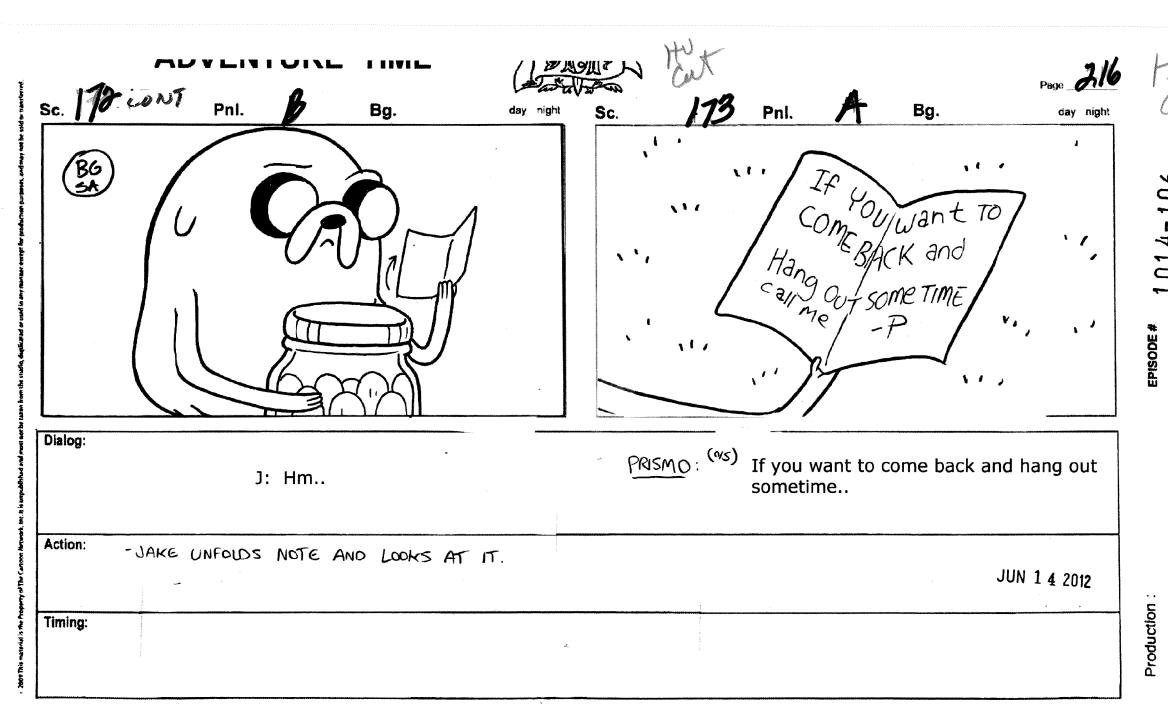


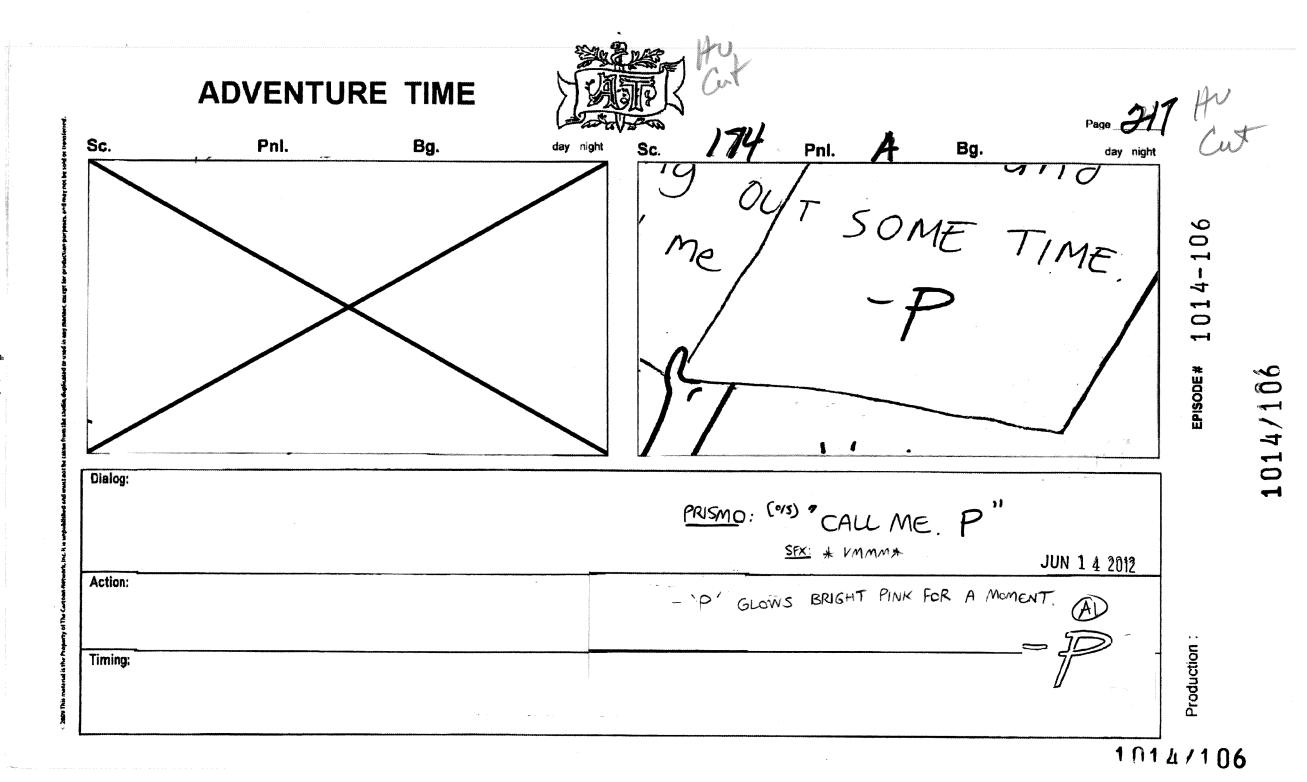






Production:





1

ADVENTURE TIME 175 conspri. C Bg. Sc. Bg. day night Sc. Pnl. S/A 1014-106 ENO. Dialog: GOTTA GET THAT GUY GIRLFRIEND. Action: JUN 1 4 2012 Production: Timing: 1014/106